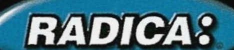
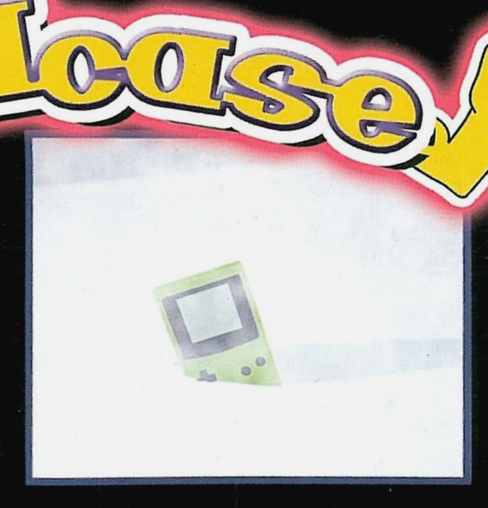
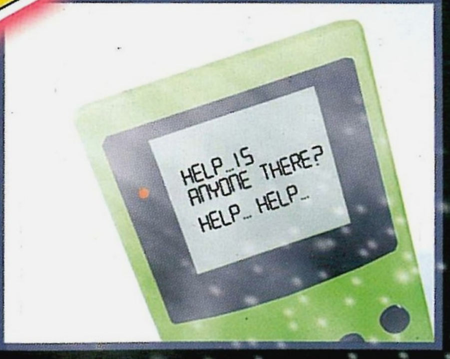


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GAMESTER hardcase



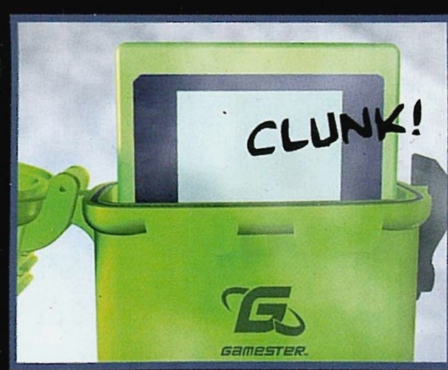


















ROBUST, WATERPROOF
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ZING....

the end

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

N64 MAGAZINE
30 Monmouth Street, Bath, BA1 2BW
Telephone: 01225 442244

Issue 56 July 2001

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Next issue on sale Friday 6th July
To find out why it's going to be fantastic, jump to p96

WELCOME TO N64 MAGAZINE

At 100 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.

Don't be fooled by feeble imitations!



My work here is done...

So, Gamecube is as good as we prayed it would be. And then some. We never really doubted that Ninty would come up trumps, but what *has* impressed us is how much *more* exciting Gamecube looks compared to PS2 and what we've seen so far of XBox. It's no understatement to say that Nintendo stole the show at E3.

And if anyone was disappointed about the lack of a 'real' *Mario* game then Shigsy's announcement that both *Mario and Zelda* would be on show at Nintendo's Spaceworld expo in August – mere months away – should have seen them leaping for joy.

Mark played all the GC titles he could get his grubby mitts on in LA, and he's reported back with first-hand accounts of how they all play – flip straight to page 32 for the start of our 20-page Gamecube special.

Oh, and with Game Boy Advance in the shops shortly after you read this, you'll be wanting reviews of the biggest UK launch titles. Turn to page 22 to find out what should be topping your shopping lists.

Finally, with the future of gaming secured, I've decided it's time to hang up my controller and leave **N64** in Mark's capable hands – have a good one...

Andrea Ball
EDITOR

Just look what we've got for you this month!



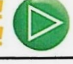
p20 FIRST UK GBA REVIEWS
The biggest launch games rated in our 11-page Game Boy Advance special!

p32 GAMECUBE SPECIAL
Find out why Gamecube is tons better than the competition!

p34 FIRST IMPRESSIONS
Find out how the big GC games play!

GO! GO!



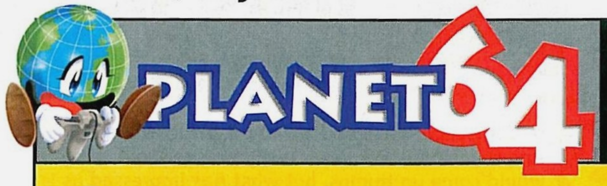




N64 MAGAZINE THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

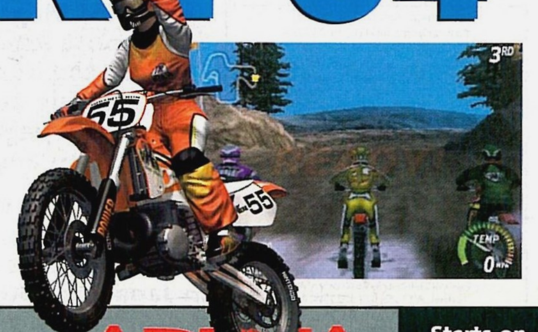
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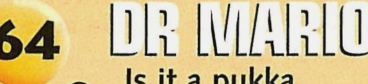














GAMECUBE IT'S WAR!



The games! The shots! Everything you need to know about Gamecube – including why it's going to stuff PS2 and XBox.



N64 Club 64

The ultimate reader service.

Starts on page 67

GBA LAUNCH

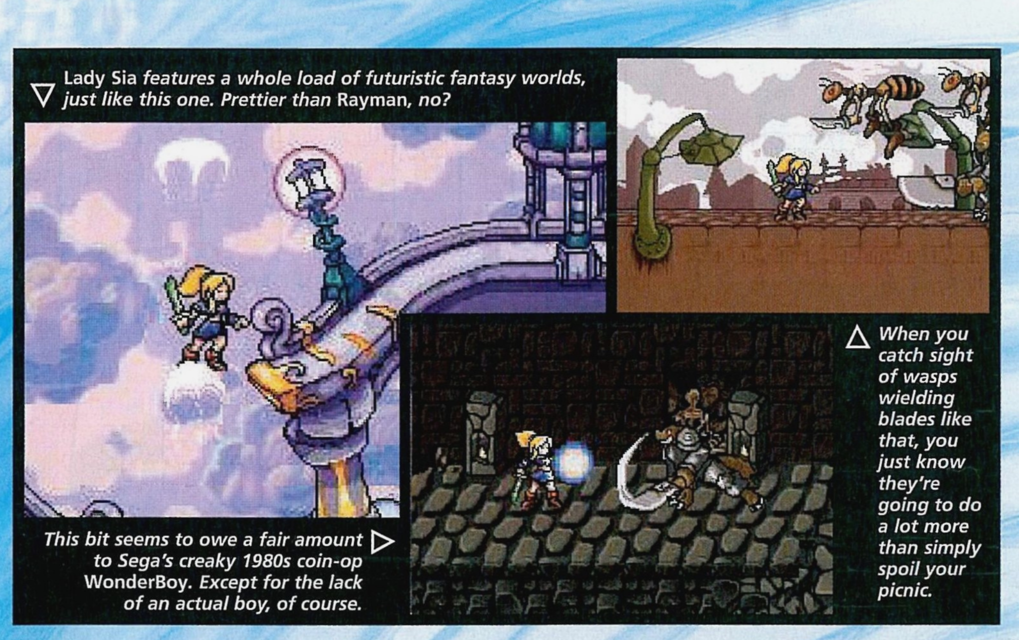
Nintendo's heavenly handheld is nearly here! Read the first UK reviews of the launch line-up!





FUTURE LOOK

Your first look at the *BIG* new games!



Lady Sia features a whole load of futuristic fantasy worlds, just like this one. Prettier than Rayman, no?

When you catch sight of wasps wielding blades like that, you just know they're going to do a lot more than simply spoil your picnic.

This bit seems to owe a fair amount to Sega's creaky 1980s coin-op WonderBoy. Except for the lack of an actual boy, of course.

LADY



One false step and you'll be in the drink. Get it right, though, and you'll have the snake to contend with.

The after-effects of one of Lady Sia's nastier weapons, by the look of it. Or a particularly nasty bug.

Spinning creature o' death approaching at speed. Run away!

Old Man Lava – one of the game's tougher bosses. Hot enough for ya?

INFO BURST

LADY SIA	
FROM:	TDK Mediactive
CART SIZE:	510Mbit
PASSWORD SAVE:	No
CART SAVE:	Yes
LINK UP:	No
SINGLE CART LINK UP:	N/A

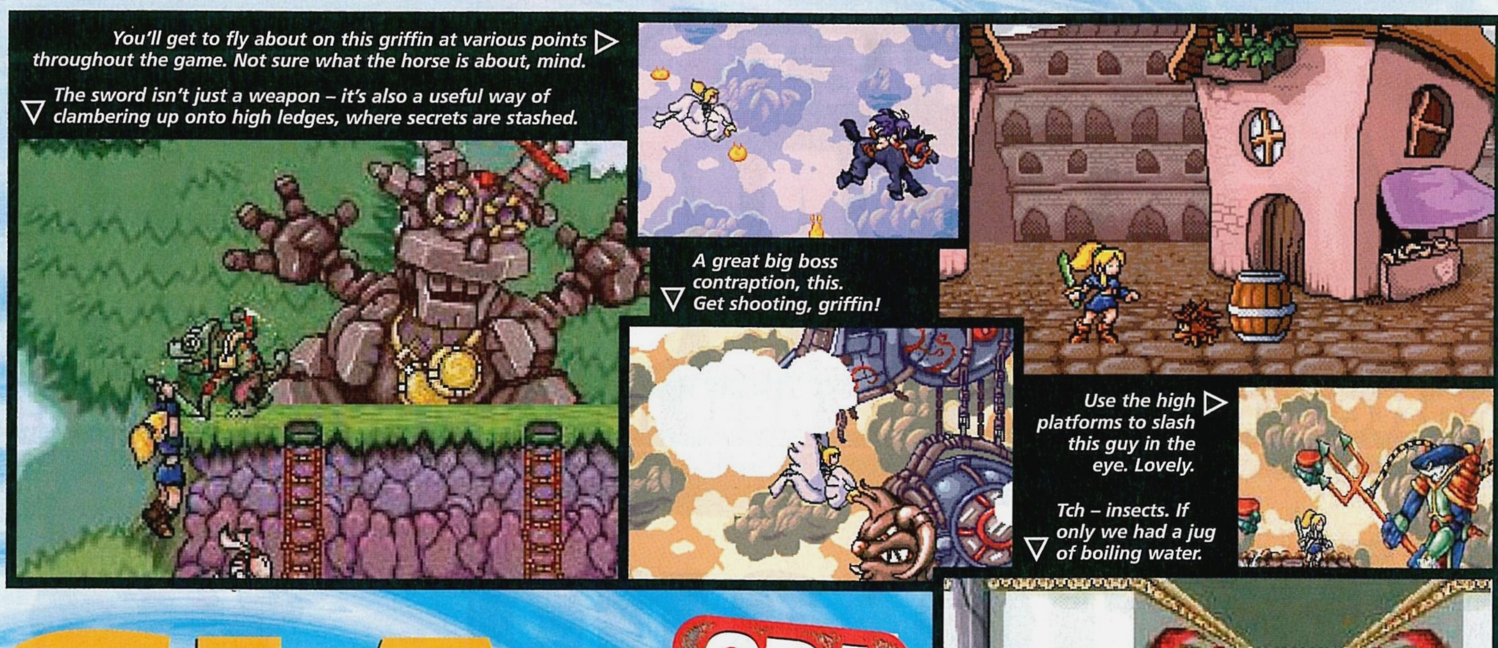
WHEN'S IT OUT?

US	UK	Japan
July	July	TBA

ANTICIPATION RATING

You'll get to fly about on this griffin at various points throughout the game. Not sure what the horse is about, mind.

The sword isn't just a weapon – it's also a useful way of clambering up onto high ledges, where secrets are stashed.



A great big boss contraption, this. Get shooting, griffin!

Use the high platforms to slash this guy in the eye. Lovely.

Tch – insects. If only we had a jug of boiling water.



SIA girl power

Once upon a time, a Lady was someone to be respected and admired – until, that is, the Philips Ladyshave arrived, and the word 'lady' became indelibly associated with leg hair. Thankfully, TDK and Paris-based developer RFK Interactive are set to put all that right, by bringing the feisty *Lady Sia* to the Game Boy Advance.

In fact, the eponymous star of *Lady Sia* has a blade of her own – but she won't be using it to delicately remove unsightly hairs from female areas. Instead, Lady Sia's bright green sword is vital for giving the vast legions of Onimen the Sorcerer a hard time, and helping the beefy heroine conquer over 20 levels of side-scrolling platforming – platforming, in fact, which bears more than a passing resemblance to Treasure's cracking *Gunstar Heroes* on the Mega Drive, if you can remember back that far.

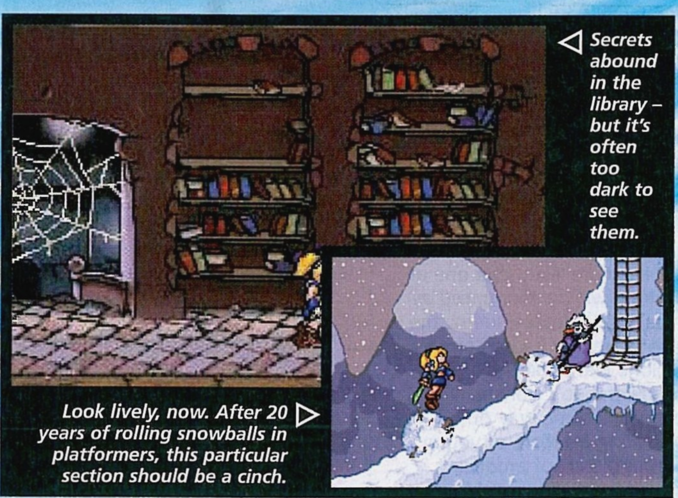
MASTERY *It's obvious that developers RFK are determined to bring Game Boy Advance owners a platformer par excellence.*

Lady Sia's brilliant visuals are the most obvious of the game's bulging repertoire of delights. Think the colour, detail and slick animation of *Rayman Advance*, but without that game's initially confusing backgrounds, and with a variety the armless French hero can only dream of. Sia explores quaint villages, glittering palaces, watery wonderlands and pastel-coloured alien worlds, all in N64-trumping 2D. A couple of levels take place in Cliché Land, where ice floes make for slippy-slidy action, and monsters emerge dripping from lava lakes, but then that's also true of *Mario Advance* – and *Lady Sia*'s graphics knock spots off Nintendo's no-frills launch game.

There's a typical amount of familiar run-and-jump play to *Lady Sia*, but there's also a healthy dollop of violence, courtesy of that green sword and wave after wave of ogres, wasp-men, walking statues, trident-wielding sharks, and the spine-chilling Weaselwomen. And, intriguingly, because Sia's day job is Warrior Princess of the Shapeshifters, she has the ability to transform into an oversized Yeti mid-combat. Literally, beauty *and* the beast.

The levels are interspersed with some thrilling high-speed minigames – on the very first level, Sia's rescued from prison by a giant white griffin, and chases a winged horse across a beautiful sky in a perfectly-executed mid-air section. As dictated by videogame law, there's a minecart section, too, and a ton of secret levels to find – often by searching for hidden passages in the background and pushing up on the D-pad, which adds a gratifying 3D-ish nature to *Lady Sia*. It's obvious that, while a million other developers are rubbing their hands in glee at the prospect of shifting cart after cart of generic 2D rubbish, RFK are determined to bring GB Advance owners a platformer par excellence.

Lady Sia was so very nearly ready for GBA's UK launch, but RFK begged for a few extra weeks of polishing time. We'll bring you a full review next issue – by which time, we should have worked out just how you pronounce 'Sia'…



Secrets abound in the library – but it's often too dark to see them.

Look lively, now. After 20 years of rolling snowballs in platformers, this particular section should be a cinch.

TO BE CONTINUED… We'll bring you our verdict on *Lady Sia* in **N64**/57. Oh yes.

The hottest news and the best new game previews!

Mario and Zelda for GC!

Shigsy says what we've all been waiting to hear...

Have you managed to stop drooling over our selection of gorgeous Gamecube screenshots yet? Well, prepare to salivate some more, because the titles shown at the E3 games show in LA are only the tip of Nintendo's hulking iceberg o' fun, on course to collide with Sony's Titanic this autumn.

August's annual Spaceworld show in Tokyo will be where Shigeru Miyamoto unveils two titles that are sure to generate more excitement than everything at E3 combined – a proper Gamecube sequel to *Super Mario 64*, and the ninth instalment in the epic *Legend of Zelda* series.

At an invitation-only press conference during the E3 show, Shigsy confirmed that *Mario* and *Zelda* are among the *30 to 40* games he is currently working on or overseeing. Clarifying an oft-repeated quote from last year, when he hinted that Mario would have a more grown-up image in the future, Shigsy revealed: "Mario's design needs to change, as I'm afraid he was appealing a little too much to a strictly younger age group. I would like him to appeal to a very wide range of ages." So Mario isn't about to turn into Duke Nukem, but he might well start sporting the funky denim his brother wears in *Luigi's Mansion*, and wandering around a slightly less surreal landscape.

On the subject of *Luigi's Mansion*, Shigsy indicated that the game is something his team "squeezed in" between bigger projects, despite NOA bigwig Peter Main's claim that it really is the next true *Mario* title (check out Mark's hands-on preview over on page 34 to see what the world's best development team can conjure up in their spare time).

The demo sequence visitors witnessed at last year's Spaceworld showed what the next *Zelda* will look like, but as with the new *Mario*, gameplay details will be kept closely guarded until August. Revealing two such blockbusters as late Gamecube launch titles would be a marketing masterstroke on Nintendo's part, but we think it's more likely that one or both of them will be announced as Christmas 2002 releases, unless the firm have somehow figured out a way to clone extra Shigsies.

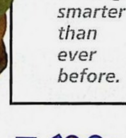
With Nintendo's cloning technology still some way off, Shigsy is busy training his team of young designers in the art of producing games the Miyamoto way. Major titles such as *Pikmin* and *Luigi's Mansion* are acting as training grounds for the next generation of game gurus, which is great news for Nintendo fans. No doubt those young guns will be kept busy by Nintendo's plan to release enhanced Director's Cut versions of existing N64 titles and, later, some of the bigger Gamecube hits.

Shigsy shows off Gamecube's 8cm-wide optical discs.

stop press stop press stop

GC PRICE REVEALED!

Just as the magazine was heading off to the printers, Nintendo announced hardware *and* software prices for Gamecube. The machine will cost ¥25,000 in Japan at launch and $199.95 in the US. Games will cost ¥6,800 or $49.90. No details have been given about UK prices, but we reckon £150 is a safe bet.



Link looking smarter than ever before.

This issue is jam-packed with stuff from the E3 games show. If you want to skip straight to a certain section, here's where you'll find them in the mag:

Gamecube: p32
Game Boy Advance: p14



SHORT CUTS

CAPCOM FAN
It wasn't just fanatical games journos raving about Ninty's GC line-up at E3. In an interview at the show, Yoshiki Okamoto, head honcho at Capcom in Japan, revealed that his favourite E3 games were Miyamoto's strange *Lemmings*-alike *Pikmin* and the beautiful *Luigi's Mansion*. (He also mentioned *Devil May Cry* and *Maximo*, but then he would because they're being developed by Capcom!) When asked about the upcoming console wars between PS2, XBox and GC, Okamoto also said he thought Nintendo's Gamecube would be the platform with the most "fun" games. He sounds like a very clever man.

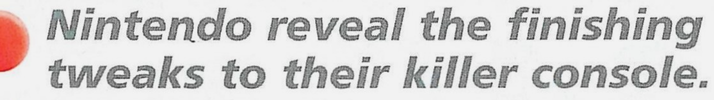


BIG FOUR
Not content with signing developing heavyweights like Capcom, Sega and Namco for Gamecube, it seems Nintendo have yet another ace stuffed up their rather wide sleeves. Tecmo – the people behind popular fighter *Dead or Alive* – revealed that not only had they purchased development hardware, but they already had *at least* one fighting game in development. After the dearth of quality fighters on the N64, that's truly excellent news. Cross everything and hope that we'll see a version of *Dead or Alive* for Gamecube early 2002.



Kasumi and co are more than welcome on GC.

Final details announced!



Nintendo reveal the finishing tweaks to their killer console.

As you've probably noticed, the Gamecube we saw at E3 is slightly different from the one first shown at Spaceworld.

For starters, the joypad's button configuration has been altered, removing the bluey, kidney-shaped B button and replacing it with a round red one. Presumably some of Nintendo's fat-fingered American testers found that they were accidentally hitting the original B button when reaching for the main A button. The Start button is smaller and the handles are slightly longer, plus there's a new feature that Nintendo had kept very quiet about – a digital click on the two analogue shoulder buttons.

Once you've squeezed the Dreamcast-style shoulder triggers all the way down to the floor, adding a bit more pressure reveals an extra 'button' underneath. It's like the click you get when you press down on a PlayStation Dual Shock stick, except obviously a lot more useful (hardly any PlayStation or PS2 games have ever exploited it). It's used to access the turbo feature in *Wave Race: Blue Storm*, for example, and to change the configuration of your ship in *Rogue Leader*. No doubt Shigsy will have had a particular *Mario*-related use for it in mind when he designed the controller.

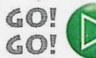
Inside the Gamecube box, there have been a couple of hardware changes. The PowerPC-based Gekko CPU has been sped up from 400MHz to 485MHz, while the Flipper graphics processor has been slowed down from 200MHz to 162MHz. The alterations aren't likely to have a noticeable effect, as the rest of the machine's performance stats are unchanged – it's just the final part of the tweaking required to get all of Gamecube's components working smoothly together. The thing which gives Gamecube its eye-popping graphical power is the speed at which it can shift data from its 24MB of high-spec MoSys memory, and that remains far in excess of anything the competition can achieve.

The Gamecube's loading times came as a particularly pleasant surprise – as we were oh-so hoping for, they're all but non-existent. One of the main reasons for this is that because Gamecube's optical discs are smaller than CDs, the lens doesn't have to move so far in order to load the next bit of data. It's a simple solution that means you'll never have to wait anything like as long as you do for a PS2 game to load, and games with seamless, *Zelda*-style overworlds will still be possible. All in all, we just can't wait for the machine to hit the shops. Can you?

A controller perfectly suited to thin and fat fingers.

GC's motherboard, and the five main companies involved in its wizardry.

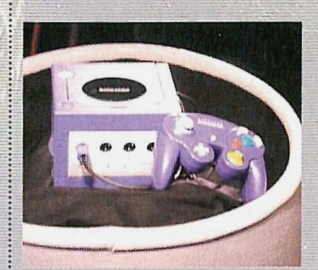
GO! GO!





REMEMBER, REMEMBER

Nintendo have announced that Gamecube will launch in the United States on 5th November – a date that should stick in our minds in the UK because we'll be celebrating Guy Fawke's night! Microsoft won't be happy, though: their XBox console launches *three days later* in the US, on 8th November. Japanese gamers will get their hands on Ninty's new box of tricks on 14th September, but we still haven't got a final date for a UK release. Worryingly, Nintendo will only commit to a very vague '2002'. More info when we have it.



GAMECUBE GETS A LOGO

To coincide with their big announcements at the E3 games show, Nintendo unveiled a spanking new logo for Gamecube. As the picture shows, the new motif combines the G and C of Gamecube, and while it looks a bit like the N64 logo, it's far smoother and sleeker. We also managed to sneak a peek at GC's boot-up sequence and Nintendo's clever animation of the new logo. Top stuff, really.

A new machine means a new logo. Pretty neat, we reckon.





Box o' tricks



Another tasty bit of kit...

Last month we revealed details of Matsushita's hybrid Gamecube that will enable people to play games *and* audio CDs and DVD movies.

Well, the new machine was on display on Nintendo's stand at the E3 expo and it's looking... well, a bit like a toaster actually. But a very sexy toaster at that, and one we'd be proud to see adorning our sitting rooms.

Matsushita – better known as Panasonic to folk over here in the UK – hope that their new machine will steal some of Sony's thunder after all the fuss that has been made about PS2 being able to play DVDs. "Our hybrid digital audio visual product will be superior to PlayStation 2," claimed Fumio Otsubo, Matsushita's Managing Director.

The machine will arrive in Japan shortly after Gamecube's 14th September launch and is expected to cost about ¥39,000 – approximately $315. It'll appear in the US sometime in 2002, but there have been no details of a UK release as yet. Which is a shame because this looks very cool indeed.

We'd be proud to have this perched next to our TV.

Gaming 24/7

GBA ads 4 UK.

By the time you read this, the British release of Game Boy Advance will be just over a week away, and Nintendo have revealed details of their advertising campaign.

All the ads feature the catchy tagline "Console-quality gaming anywhere." The TV ad shows someone playing GBA in a men's urinal, while the press ads imply that you'll be so engrossed in the GBA experience that nothing else will matter. Could prove painful, by the looks of it.

Nintendo are spending £30 million on Europe's GBA advertising. Big money for what will be a very big launch.



This chap was so busy playing GBA, he forgot to open his parachute. Geddit?

Visiting the urinal will never be the same again. Make your own joke here.



Pan the camera right and you'd probably see Mario plumbing one of the toilets.



July 2001

62 Credits

CELADON TIMES

The Pika Paper for Pokémon!

Pokémon Advance confirmed

Confirmed, yes – but playable? Unfortunately not. Surprisingly, Pokémon kept a pretty low profile at this year's E3, with the only playable title being the US version of the forthcoming *Pokémon Crystal*. Happily, though, Nintendo did give away some tasty morsels for us Pokéfans to chew over.

Apparently, the GBA's still-in-development, next-gen Pokémon game will be named *Pokémon: Johto League Championships*, although little else is known. From the title alone, rumour-mongers are all too ready to assume that it will take a form similar to *Pokémon Stadium* on the N64, but we're going to reserve judgement for now.

As we reported in Pokémon Club in N64/54, there are a couple of interesting additions in the GBA's new *Pokémon* title. Firstly, there are three, all-new Pokémon to encounter: Luri Luri, Hoeruko and Kakureon. Secondly, there's a new female trainer – different to the one found in *Pokémon Crystal*.

In another interesting development, the Game Boy Advance card-scanner that we told you about has undergone a name change since we last saw it. The Pokémon E-Card Reader – as it was labelled at this year's E3 – will scan special Pokémon cards released by Wizards of the Coast allowing you to download sound effects, experience points, Pokédex information and more. Despite it primarily being slated for the *Pokemon Trading Card Game* on GBC, we reckon Nintendo has bigger things in store for this new device.



This will be a must for fans of the Pokémon Trading Card Game.

As exciting as all this may be, further details are still rather scarce, but what we do know suggests that Nintendo's plans for unparalleled connectivity between their products seem to be coming to fruition. Hopefully we'll have more news for you before Nintendo's Spaceworld extravaganza in Tokyo this August. Keep your eyes on these pages, folks.

Another example of the big N thinking ahead.

Limited-edition GBA spotted

It's always the way, isn't it? The Japanese, with their burning desire to acquire all things Pokémon, will be treated to a brand new, limited-edition *Pokémon Crystal*-themed GB Advance.

As well as featuring tiny Pokémon artwork on the screen's black frame, the unit will be coloured a sparkly bluey-silver, to match *Pokémon Crystal*'s canine mascot, Suicune.

As for a release over here, well, you never know. But don't hold your breath – it'll be after Christmas before anything definite surfaces, if that.



Pokémon power dwindles



Certainly one of the better Pokéfilms. You'd be a fool to miss it.

The seemingly irresistible pull of Pokémon on the big screen is starting to dwindle, according to recent statistics from cinemas in the United States.

In stark contrast to the massive popularity of the *Gold* and *Silver* games, the third Pokémon movie was languishing at a pitiful 37th in the US film charts after just under two months in 'movie theatres', as Americans call them. As a result of the 46% drop in the number of folk wanting to see the new film, many cinemas have withdrawn the title, leaving only 336 theatres still showing what many people actually believe to be the best in the series.

Should this trend continue, Warner Bros will no doubt be reluctant to bring further English translations of the movie series to Europe and the US. So, if you want to ensure that the fourth and fifth instalments make it over to Blighty, you'd better show your support when Pokémon 3 reaches UK cinemas on 20th July.

WIN! A pair of tickets for the Royal International Air Tattoo 2001

The Royal International Air Tattoo





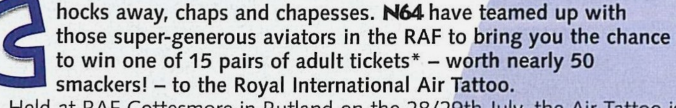



◁ Those daredevil Red Arrows. DO NOT try this at home, folks.

Your chance to mingle amongst the planes – just don't scratch the paintwork... ▷

△ You might need to take some earplugs with you – these Harrier 'Jump Jets' don't half make a racket.

◁ Do stunt pilots ever feel a bit airsick after such manoeuvres? You've got to wonder.



Chocks away, chaps and chapesses. **N64 have teamed up with those super-generous aviators in the RAF to bring you the chance to win one of 15 pairs of adult tickets* – worth nearly 50 smackers! – to the Royal International Air Tattoo.**

Held at RAF Cottesmore in Rutland on the 28/29th July, the Air Tattoo is celebrating its 30th anniversary this year and there'll be over 350 fascinating aircraft making an appearance, from classics like the Spitfire and the majestic Lancaster to the next generation Eurofighter. Those crazy Red Arrows will also be dropping in for a flypast, along with a host of other aerobatic teams.

"I'm in a Harrier, mate. I think you'll find I can park here." ▷

If you can take your eyes off the sky for a moment, on the ground there'll be another 250 aircraft on display, a fantastic showground party with stalls, exhibitions, celebrities, marching bands and flight simulators, plus the chance to meet international aircrews face to face – and sit in the cockpit of some of the world's slinkiest fighters.

When the airshow's over, the Royal Air Force bands will perform a two-hour free concert while you sit back, enjoy your picnic and watch 40 hot air balloons being launched into the sky.

If this is your bag and you'd like to get in on the action – or you simply want to see your mother's eardrums bleed at the sound of a Harrier 'Jump Jet' powering its engines – then answer the question below, along with that all important tie-breaker...

In 1903, the Wright brothers made history with the world's first controlled, powered flight. But where did it happen?

a) Kitty Hawk, North Carolina
b) Boarley Sands, Texas
c) Nashville, Tennessee

If you think you know, *clearly* fill in the form below with your name, address and answer, then, in no more than 25 words, explain to us exactly why Wing Commanders have rampant facial hair. The first 15 correct answers with a chucklesome tie-breaker will win a pair of tickets. Oh, and don't forget to check with your parents that you can actually go in the first place. Tally ho!

Not a winner?

If you're not lucky enough to win a pair of tickets to the airshow, don't despair. Advance tickets cost just £23.95 per person* or £29 on the day. For more information phone 01285 713456 or visit www.airtattoo.com



My name is ....
....
I live at ....
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The answer is ....
....
....
Wing Commanders like bushy moustaches because ....
....
....
....
....

Yes! My Mum will let me go (signature, please)
....

Send this form to:

Tally-ho! Compo, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

Answers to arrive no later than 30th June please.

* Children under 16 are free.



planet GAME BOY

NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, POCKET, CAMERA AND PRINTER



POKÉMON PUZZLE CHALLENGE



page 18

Kiss your spare time goodbye. The N64's finest puzzler has arrived on the small screen...

GBA:UK

ESSENTIAL LAUNCH GUIDE



- THE BEST UK LAUNCH TITLES!
- GBA'S E3 BLOWOUT IN FULL!
- WE SMASH OUR ADVANCE TO PIECES!



PLUS!

- Capcom's old skool arcade classics revealed
- Wolverine and Spidey go head-to-head on GBC
- Stunt-filled BMX trickery from Mat Hoffman
- Prof Oak tackles your *Gold* and *Silver* queries



Welcome to Planet Game Boy

What a month! As Game Boy Advance's release comes ever closer, it's now clear that almost *all* of the finest developers worldwide are starting to see the possibilities presented by this marvellous new handheld – and the E3 frenzy is certainly proof of that.

Never in the history of console launches has a machine had such a strong and positive line-up for its release date. By the time we hit 22nd June you're going to be seriously spoilt for choice. From ***Chu-Chu Rocket!*** and ***Kuru Kuru Kururin*** to ***Mario Kart*** and ***Tony Hawk's***, there's a mountain of superb titles just itching to be played, and you'll find all you need to know over the next 17 pages!

As for the future, well, you've got even *more* to look forward to. Capcom, it seems, are strengthening their support of both Game Boy Colour and Game Boy Advance with releases from their impressive back-catalogue of arcade classics as well as announcing that – one of my personal favourites – ***Street Fighter Alpha 3*** will be making its way to GBA. Meanwhile, this month Ninty themselves deliver another top-notch Pokémon puzzler (reviewed on p18), with the magical ***Kirby: Tilt and Tumble*** to follow shortly.

With so many more developers poised to enter the fray with some of their finest works, the rest of 2001 will be a handheld gamer's paradise – and it all kicks off this month.

Just make sure you hold on tight, eh...

Geraint Evans, Editor

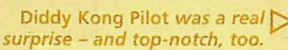
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Issue 31, July 2001
Editor: Geraint Evans
Contributors: Andrea Ball, Mark Green, Paul Edwards, Jud Webb, Alan Maddrell, Alvin Weetman, Steve Jalim

Sabrewulf features isometric bits, just like its Speccy daddy, Knight Lore.





That GBA sure can turn out some purdy visuals, eh?





Diddy Kong Pilot was a real surprise – and top-notch, too.

GO GO GBA

Gamecube undoubtedly helped Nintendo steal the show in sunny LA, but it didn't manage it single-handed. With just a few weeks left until the Western launch of Game Boy Advance, Ninty used E3 to make a smattering of attention-grabbing GBA announcements – and ensure every last expo attendee had the chance to fall in love with the handy handheld.

Aside from the non-playable *Metroid 4* (which you can read more about on page 17), Nintendo unveiled a cracking line-up of new Advance games, including a surprise new instalment in the *Wario Land* series. Featuring 20 vibrantly coloured levels and Wario's unique range of hilarious moves – including eating so many cakes, he's able to roll around in the form of a giant ball of lard – *Wario Land for Game Boy Advance* should be with us by the end of this year. On a related note, the upcoming *Super Mario World* for GBA was absent from E3, but rumours suggested it'll be showing its bewitchingly pretty face at Ninty's Tokyo Spaceworld show this August.

Elsewhere, Nintendo hooked arms with Rare and revealed the Twycross codeshop's raft of GBA products. *Diddy Kong Pilot* is a gorgeous, aeroplanes-only version of *Diddy Kong Racing* – but with the added twist of Tilt Technology, you can ignore the D-pad and simply tilt and turn your GBA to steer your amazing flying machine. *Banjo-Tooie* guest star Sabreman has ended up on GBA, rather than Gamecube as predicted, in *Sabrewulf GBA* – a curious hybrid of 2D platforming and isometric role-playing – while *Donkey Kong: Cocount Capers* is a fairly pedestrian puzzler. And then there's the staggering *Banjo-Kazooie: Grunty's Revenge*, which we've detailed in full on page 16.

Nintendo's official list of GBA titles in development totals well over 120 – but once you've accounted for all the games being beavered away on behind closed doors, you can probably double or even triple that tally. E3 only served to reinforce what everyone already knew – GB Advance *will* rule the world.



Incredibly, Banjo-Kazooie looks almost as good as on the N64.

MOBILE GAMING

If GBA isn't a hit in the US, we'll head straight for the foot of our stairs – but Nintendo of America aren't about to get complacent. To plug the console, they're sending Advance Teams – groups of ladies with GBAs strapped to their bodies – off around the States in specially-designed trucks, to give ordinary folk the chance to sample the delights of next-gen portable gaming. Watch the roads, as a similar scheme could well be implemented in Blighty...



SHREK FAIRY-TALE FREAKDOWN

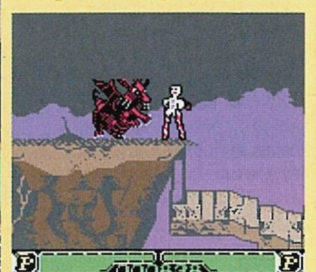
The evil king vs the beautiful princess. What a match!

First things first, then: what exactly is Shrek? Simple – it's a movie, due out this summer in the UK, entirely computer-generated (à la Toy Story) and starring a grumpy green ogre, an evil king and a beautiful princess. So, it's obviously aimed squarely at toddlers. Right?

Wrong. Shrek is a coarse and wickedly funny parody of all things fairytale which takes pot shots at targets as diverse as Walt Disney, The Matrix and NYPD Blue, and features the voices of comedy stalwarts Mike 'Wayne's World' Myers and Eddie Murphy. So it's no surprise to find that *Shrek* on GBC isn't an anodyne platformer or cute puzzler, but a cracking beat-'em-up that borrows from games like *WWF No Mercy* and *Street Fighter*.

It might look a bit basic, but it moves like the wind.

The Gingerbread Man – against a dragon. Fair?



Shrek offers you control of nine of the movie's characters – from Shrek the ogre himself to the Big Bad Wolf and the Gingerbread Man – and a range of blistering moves to 'lay the smack down' with. The fighting is very much a 2D affair, but the arenas are littered with pitfalls and natural features to fall over and impale yourself on, making the battles that much more unpredictable.

Just one of Shrek's huge number of unsavoury moves. Kids, avert your eyes.



Intriguingly, there's also a neat power-up system, which allows your pugilist to call invulnerability, extra speed or 'Ogre Strength' into play.

With a range of bad-taste combos – such as Shrek's rear-end Fire Blast and Pinocchio's ability to chuck his arm at an opponent's head – *Shrek* should be a hoot. And with the GBC's limited sound capabilities, there'll be no risk of having to put up with a series of 'hilarious' wisecracks from a digitised Eddie Murphy. Perfect.

CREAKY COIN-OPS

So, you thought Nintendo were the masters of UK game delays? Think again. Capcom's latest round of Game Boy Color titles were finished and released in the States over *two years ago*, and yet it's only now that Blighty gets its hands on them.

Still, better late than never – especially when you're talking about three unnervingly accurate ports of all-time classic Capcom coin-ops. The best is *Ghosts 'n' Goblins*, a spooky side-scrolling platformer that's best remembered for its hero's habit of losing his armour and running around in his undies. But equally welcome are *1942* – the hectic WWII-era biplane battler – and *Mega Man Xtreme*, a sparkling update of the SNES all-action *Mega Man X*.

Granted, asking you to pay full fare for each title is a bit of a cheek in light of Midway's two-for-one retro compilations. But the flawlessness of coders Digital Eclipse's conversions ("Even the music's the same!" Geraint squealed joyfully.) should make parting with your pennies less painful.



This'll be a whole load better than the average Mega Man 64, you mark our words.

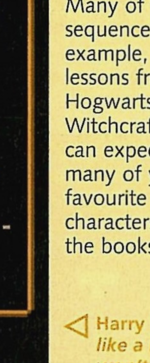
Ak-ak-ak-ak-ak! Geraint's been lost in a retro haze since 1942 flew into the N64 office.

HARRY POTTER

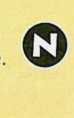
No doubt, EA are chuckling and rubbing their hands with glee. Harry Potter has to be one of the hottest licenses on the planet right now. The popularity of the books alone should propel the game's sales to dizzying heights, so the cynical might expect little effort to be put into development, right?

Happily enough, though, after a quick play at the E3 show, we have to say that this is quite promising.

Unlike its action-based GBA sibling, *Harry Potter* on GBC takes the form of an RPG. You guide the junior wizard around his realm, talking to folk as you go. Each person divulges information that helps you solve the puzzles along the way. Indeed, the game's very much puzzle-based, with little 'action' to speak of.



What will be important to fans of the stories, however, is how true the games stay to the texts. Many of the in-game sequences, for example, are based on lessons from the Hogwarts School of Witchcraft, and you can expect to meet many of your favourite characters from the books. Nice.



Harry Potter looks like a license that won't be wasted.

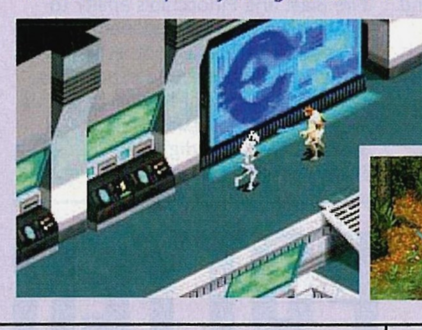
Star Wars Jedi Power Battles

Amongst the raft of Star Wars titles unveiled at E3 came this, the first of what's likely to be many Game Boy Advance games starring Obi-Wan, Qui-Gon, Yoda and – you'd better believe it – good ol' Jar-Jar Binks.

Coded by HotGen, *Jedi Power Battles* is a mini version of the same Episode 1-based game on PlayStation and Dreamcast. Each of the ten levels is a frenetic battle through Trade Federation territory, with just your throbbing lightsaber to hand as waves of those chattering cream robots chuck themselves in your direction.

There's a fair amount of platforming, and the odd one-on-one swordfight – not least a climactic battle with Darth Maul himself – but, for the most part, *Jedi Power Battles* fills the GBA's diddy screen with a gratifying amount of criss-crossing laser fire, crumbling scenery and exploding 'bots. Plus, connect two GBAs with a link cable and you and a mate can battle it out in *Jedi Power Battle*'s combat arena, and lop off Ewan McGregor's bonce to your hearts' content. Nice.

▽ *You can chop the hapless robots in half with one swipe of your lightsabre. Nice.*



◁ *There's very little time to enjoy the gorgeous scenery.*

Banjo-Kazooie Grunty's Revenge

One of the better-looking GBA games at this year's E3 was Rare's *Banjo-Kazooie: Grunty's Revenge*. Set between the events of the N64's platform adventures and taking an isometric viewpoint, it requires you to perform the usual note and jiggy-collecting.

Thankfully, almost all the moves and attacks from *Banjo-Kazooie* will be available for you to use, unfortunately, however, because *Grunty's Revenge* is set *before Banjo-Tooie* the bird and bear will not be able to split up. Still, this promises to be just as expansive and involving as ever. Looking good.



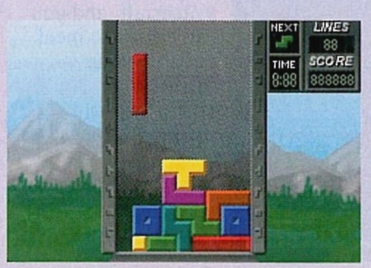
△ *That's a Jinjo rescued. Only 326 to go…*

△ *Almost all of the colossal levels are based on Banjo-Kazooie's own.*

Tetris Worlds

It's a brave developer that tries to improve *Tetris* – but Blue Planet are doing just that on GBA, and the result is a beaut.

In *Tetris Worlds*, the Minos – an alien race – introduce you to seven increasingly bizarre variants on the block-fiddling concept, such as 'Gadget Tetris' and the self-explanatory 'Bombtris'. Purists, though, are well catered for, with the classic mode of play left intact, and a link-up multiplayer with the curious promise of "online and offline play". Best of all, the version at E3 was all but done.



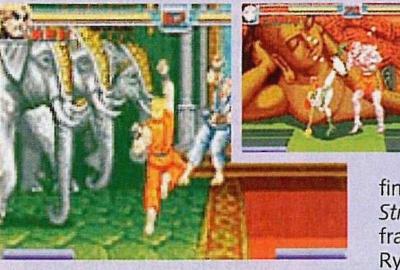
Spider-Man

Fresh from polishing off their GBC Spidey game, Vicarious Visions are back with *Spider-Man: Mysterio's Menace* for Game Boy Advance.

It's a real treat for the eyes – all the characters are digitised versions of proper 3D models, giving Peter Parker and co. a crisp, slick look, and the gritty cityscapes are astonishingly lifelike. As usual, Spiderman gets to run, leap, climb walls and swing on webs – right up until the point where someone traps him in a glass and chucks him out of the window.

Super Street Fighter II

◁ *Here's Cammy giving Sagat a right kicking. Ah, the good old days.*



△ *"Sho-ryu-ken!" All the speech is intact in the GBA version. Mint.*

Yoga flame! Hadouken! Sonic BOOOM! Yes, Capcom's long-running *Street Fighter* series is back on Nintendo – and the good news from E3 is that the GBA version plays just as well as its multitude of older siblings.

Capcom haven't messed with the winning *SSFII* formula – a pair of 2D combatants, a slightly-animated background complete with whooping spectators, and a whole bundle of fancy moves, executed at brilliant speed courtesy of some finger-snapping combos. All the *Street Fighter* veterans are back in the fray – including such luminaries as Ryu and electric man-beast Blanka – and the smoothness with which they leap, slap and yell their way around the arenas is a peerless advert for the GBA's power. *SSFII* easily looks *better* than the SNES version.

Don't worry about the GB Advance's lack of buttons, either. Capcom have tweaked and fiddled with the combos to ensure they're easily accessible with just A, B and the two shoulders. All in all, *Super Street Fighter II* seems flawless. And it's *almost* here…

Shaun Palmer Pro Snow



Looks like a nasty fall is imminent here. Pretty graphics, though, eh?

In between instalments of *Harvest Moon*, Natsume have been putting together this promising extreme sports title for Activision.

It's not dissimilar to *Tony Hawk's*, with 16 parks to board, grind and spin your way around, and all manner of idiotically-named tricks to pull. *Shaun Palmer*'s visuals aren't quite as face-slapping as *Pro Skater 2*'s – all the scenery's buried beneath a blanket of snow, after all – but the pixel-perfect stuntage and wealth of satisfying secret areas make this a gem. Out Christmas.

Mario Kart Advance

Easily the Game Boy Advance's most eagerly-awaited game, *Mario Kart Advance* was fully playable at E3, and very nearly stole the show from the likes of *Super Smash Bros Melee* on Gamecube.

The Battle mode, in particular, is flawless – much like the N64 version, it's four karts with balloons attached to their rears, but the SNES-style pancake-flat tracks make for bewilderingly frantic play. Happily, almost all the four-player modes work with just one *Mario Kart* cart. We're just crossing our fingers that *MKA* arrives in the UK before 2002…



Sonic Advance



Top ring-collecting fun is guaranteed.



No prizes for guessing why they called him Tails.

***C*huChu Rocket! might have been the first Sega game on a Nintendo console, but this is the game that *truly* changes everything. Sonic, on Game Boy. Belief-beggaring doesn't begin to describe it.**

Sonic Advance made its first appearance on video at E3, and it didn't disappoint. The blue hedgehog has never seemed more at home than on the GBA's wide, colourful screen, and although the levels are all-new, the familiar *Sonic* scenery – loops, springs, pipes, bumpers and gut-wrenching corkscrews – makes racing from left to right and grabbing coins just as mind-meddlingly exciting as on the Mega Drive. Sega have even included the 3D into-the-screen pipe race from *Sonic 2*, and GBA-exclusive hidden items that encourage you to search every inch of the huge maps.

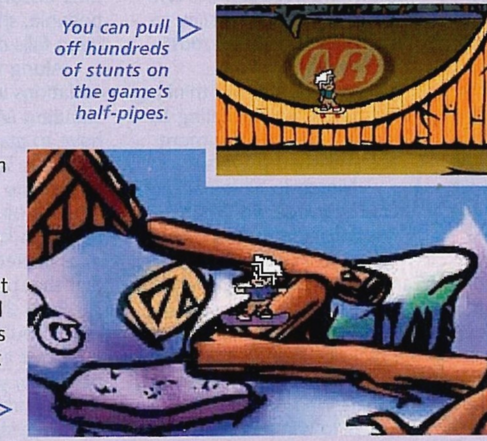
All that, *and* a handful of four-player link-up games, the best of which is a straight race to the finish starring Sonic, Tails and co. *Sonic Advance* will be 'hogging' everyone's attention come summer. Yes?

No Rules Urban Groove

If you're hopelessly out of touch with youth trends of the day (and, yes, that includes us), the craze known as No Rules is likely to have passed you by. A hugely successful brand of 'cred' clothing, it's sold $40 million worth of togs to date.

Cannily, TDK Mediactive have grabbed the rights to develop games based on that self-same brand for the next half-decade, and the first juicy fruit of their labour is *No Rules Urban Groove* on GBA. It's a side-scrolling platformer with a difference – the hero, One Eye Jack, cruises the levels on a skateboard, which not only ups the difficulty level considerably, but also gives you the chance to attempt a wealth of *Tony Hawk*'s-style ollies, 360s and handplants. Wak! Ahem.

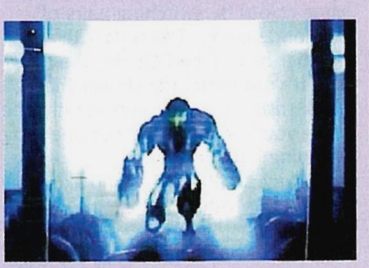
With five gorgeous worlds, and a curious record-scratching sub-game, *No Rules* should indeed 'rule' when launched this November. Until then, keep it real, y'all. Is that right?



You can pull off hundreds of stunts on the game's half-pipes.

You can't help but love the cartoony visuals.

Metroid IV



Unfortunately, Nintendo didn't give us very much to go on as far as *Metroid*'s fourth incarnation was concerned. Instead they chose to tease us with just 10 seconds of video footage.

Still, what we did see suggested that, unlike *Metroid Prime*, its Gamecube counterpart, it will stay true to its 2D platforming roots – the classic combination of running, jumping, rolling into a ball, and shooting the bejeesus out of anything that moves makes a very welcome return. With significantly improved SNES-beating visuals, this could well be the best *Metroid* ever.



Bomberman Tournament

Forget the solo mode – Hudson have consistently been making a mess of *Bomberman*'s one-player since 1997. Instead, focus on the multiplayer, a return to the pitifully simple yet painfully addictive maze craziness Hudson do so well.

With just one cart – and some admittedly hefty loading times – four folk can chuck bombs, smash walls, grab power-ups and blow each other to bits in probably the GBA's greatest multiplayer game so far. The visuals are crystal-clear, the sound is suitably rousing – *BT* really *is* da bomb.

YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.



Pokémon Puzzle Challenge

At times, your challenger will offer some advice.

From: Nintendo **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** June



Travelling means new opponents...



Our Totodile easily whups the lowly Jynx. Bwahaha!

Line Clear is one of our fave modes.



Combos of four or more stop blocks rising.

This puzzle must be solved in one move.

Just when we thought the GBC had had its fill of puzzlers, Nintendo drop this through the office door. And if there was ever a block-shifting thumb-twiddler worthy of challenging the mighty *Tetris,* this has to be it. Ironic, then, that in its original guise, it was called *Tetris Attack*.

If you've read our review of the N64 *Pokémon Puzzle League* (**N64**/52, 89%) then you'll be fully acquainted with what's going on here. The premise is simple enough: match up three or more blocks of the same colour by switching pairs of horizontal bricks. The higher the number of matched blocks, the higher your score, the slower the blocks rise and, more importantly, the more you'll scupper any opponent by dumping junk on them.

Okay, so it might sound like just about every other puzzler ever developed, but what makes it so special is its simplicity. True, it might not be as straightforward as *Tetris*, but that gives it just enough depth.

You can play the game in different ways. Some people may prefer to go for lightning-quick basic combos, while others will choose to bide their time, setting up chain reactions which trigger mammoth combinations. The trick, of course, is to position yourself somewhere between the two tactics, and it's the facility to be able to play at the most basic level or employ Kasparov-style forward thinking that makes this appealing to puzzling novices *and* more accomplished players.

Nintendo have packed the cartridge with more options and modes of play than you could shake a brick at and unlike *Dr Mario*, reviewed this issue, the special modes actually call for different tactics.

In the main Challenge mode, you travel along a road, visiting Gyms and battling trainers who need to be beaten in order to win new Pokémon, who essentially act as extra lives. This requires you to rack up junk-creating combos in order to ensure victory. However, in the Line Clear game, you need only deplete your stack so it falls below the white 'clear' line, meaning you'll need to spend your time dissolving blocks as quickly as possible, shifting loose bricks so the heap falls down to the required level.

Along with these tantalising variations in gameplay, you have the standard Marathon mode where you have to play until you're unable to cope any longer, and the Puzzle mode where you must clear a space in a set amount of moves. That should be plenty to keep you occupied, and its all executed with a degree of visual flair that puts every other GB puzzle game to shame.

If you're considering a puzzler as your next purchase, you simply won't find better. Fantastic stuff.



HELP IS AT HAND

If at first you find things a little too difficult, or simply can't get your head round how best to rack up those all-important killer combos, then look no further than *Puzzle Challenge*'s comprehensive Training mode. This will take you through both the basic and the finer points of the game as well as demonstrating every conceivable chain or combo. It also features a 'slow-mo' arena where you can practice getting to grips with what you've just learned.



The Slow mode helps you learn the basics.

Spider-Man 2

From: Activision **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

We're often a little wary of comic-related titles: they tend to rely on the licence selling the title rather than the gameplay. Thankfully, *Blade* (PGB/27, 3 stars), Activision's last effort, was actually quite good. And now it seems they've gone one step further, because *Spider-Man 2: The Sinister Six* is even better.

As Game Boy side-scrollers go, this really is about as good as you're going to get. Unlike *Blade*, where you could only move left and right, Spidey can jump, scale walls *and* swing through levels using his handy web shot. This means not only can you move better and approach enemies differently, but the layout of the levels is far more dynamic. You actually need to explore them rather than just shuffle from west to east, and instead of simply moving and attacking, you'll have to seek out switches and solve simple puzzles while you scour the area for any thugs or clowns to smack down.

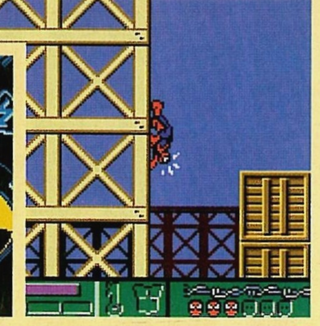


Swinging helps you surprise the enemies below.

In true comic style, there's plenty of Kapow!-Smack! action. Nicely.



The stills add to the neat comic-book feel.



You can even scale the walls as a means of getting around the levels.

All this means that *Spider-Man 2* is much more entertaining to play than some similar titles we could mention, simply because there's so much more to do.

Best of all, Activision have stayed true to the Spider-Man feel, including partially animated stills which are very Marvel in flavour, while the varied locations you're required to swing around are all challenging enough to keep you interested. A must for Spider-Man and Marvel fans alike.

4

X-Men Wolverine's Rage

From: Activision **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

Another Marvel series on the GBC, and while fans may be shuddering at the memory of its two messily-executed elder brothers, this X-Men game's not *quite* as mutated.

A score like that and he's angry? There's no pleasing some folk. Honestly.

Wolverine's got that ReadyBrek glow, and that means trouble for baddies.

The first thing that'll strike you about *Wolverine's Rage* is how clean, crisp and colourful it all looks. From the excellently dry cut-scenes to some delightful backgrounds, there's a pleasing – if hardly surprising – overall comic-book look to things.

Which is about the nicest thing we can say about an otherwise incredibly average 2D platformer. Every gaming cliché since time began is here, from jumping/slashing to finding 'hidden' points bonuses at the levels' edges. And that's all you really need to know – there's nothing heinously wrong with *Wolverine's Rage*, it plays reasonably, but that's about it, really. Hence the weeny-small review, you see?

3

Mat Hoffman's Pro BMX

From: Activision **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

In PGB/28 we reviewed *Road Champs BXS Stunt Biking*, also from Activision. Which makes it curious that they'd also release a game so similar you couldn't tell the two apart at 20 paces.

It's BMXing, so you tear around a set of ramps, rails, spines and such, frantically hitting a direction and a button in mid-air, in order to pull off a cunning stunt or two. As in *Road Champs*, you progress through a series of tests until the big time beckons. It's a little like the original *Excitebike* bundled in with the N64 version, and that's no bad thing. One minor but tasty innovation is the inclusion of a full replay mode – impressive stuff indeed.

The variety of stuff to bust tricks off in each level is quite impressive.



Plenty of unique tricks for each rider. Nicely.

Mat Hoffman is an enjoyable romp, and if anything looks slightly prettier than its stablemate *Road Champs*, which is no mean feat. It's still a fairly limited, linear experience overall, but enjoyable while it lasts. Just imagine what Activision could do with these licenses on GBA...

4

GAME BOY ADVANCE

 **Price:** £80 **Out:** 22nd June

It's here, in the UK, and sooner than anyone dared dream. Find out why you *must* own a Game Boy Advance...

It seems like only yesterday that Nintendo of Japan's Head of PR stood on a podium at the Spaceworld show in Tokyo, reached into his breast pocket, and gave the breathless crowd their first look at the Game Boy Advance.

In fact, it was last August – and ten months later, just 93 days after GBA's Japanese launch, and a little over a week after it arrived in the United States, Nintendo's next-generation handheld is about to leap into the palms of an impatient European public.

Game Boy Advance isn't simply a Game Boy Color with a few extra bells and whistles. It's a wholesale revolution in portable gaming, a chance to play the kind of games you'd only expect to see dancing across your TV screen at a bus stop, on the train, tucked up in bed or on the loo. It's simply a must-buy – and here's why...

CARTS

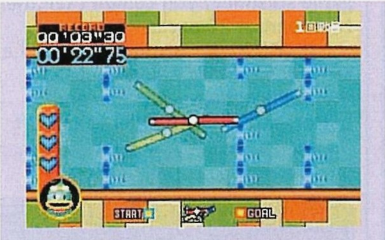
Look! Look at the tiny carts! Their teensy dimensions might make them cute, but GBA's cartridges are easy to lose, so we recommend storing them back in their box after each play. GBA can play almost all Game Boy Color and Pocket games, too, although there's a price to pay – the way the bulky cart juts out the top of the machine. Urgh.

BATTERIES

Over 15 hours' battery life, they promised, and over 15 hours you get, from the same twin AA batteries that powered Game Boy Color. Even the power light's been tweaked – it's a bright green for the first 12 hours, then becomes a deep red that gradually fades as your Duracells splutter their last. Give the rechargable battery pack or AC adaptor a try too, if you like.



D-PAD



Don't be deceived. Game Boy Advance's plastic cross looks smaller than GBC's – but in fact the two pads are exactly the same size. Nintendo's D-pad is still the best in the world, although we had a little trouble with diagonals while playing *Kuru Kuru Kururin*.



START/ SELECT

The positioning of the Start button is brilliant. Pausing and restarting a game if you mess up has never been so easy – just slide your thumb down slightly – which makes the addictiveness of time trial modes on games such as *Kuru Kuru* even more potent.



L/R BUTTONS

Two new buttons for GB Advance – crucial for powersliding on racing games, accessing extra moves in beat-'em-ups, and so on. For folk with big hands, though, the way the shoulders are levered on the *outside* will cause problems. In fact, we ended up using the centre of our index fingers to push down L and R.



EH?

What's that hole on the left-hand side of the Game Boy Advance for? It's a Japanese thing, that. The folk over there love to customise handheld devices like mobile phones and consoles with pendants, which usually come in the shape of Hello Kitty or another cutesy character. This hole's designed expressly with that in mind.



A/B BUTTONS

Positioned much further away from the D-pad compared to GBC, which makes for increased comfort. Lay your thumb as flat as possible, though – it's tempting to make an L-shape with said digit as you push down on A, which is a sure-fire route to eye-watering pain over the course of a prolonged session.

SPEAKER

Chances are you'll be slightly disappointed with GBA's sound to begin with. The music and effects are audibly better than GBC, but not by much, and everything that the speaker emits has a crunchy, low-quality sound to it. But plugging in some headphones – any will do – is the equivalent of having your ears syringed. Suddenly, GBA is pumping crisp, stereo audio into your lugholes – and titles like *F-Zero* and *Super Mario* come laden with speech and samples of real musical instruments. Lovely.



DISPLAY

GBA's wide screen is more pleasing to the peepers than GBC's After Eight-shaped display. Yes, it's tricky to see anything in low light (use a third-party plug-in light if you can), *and* subject to glare, but the detail and colour are gobsmacking. By tapping L, you can stretch the display of old Game Boy games to fit – it looks odd at first, but once you're used to it, you'll never go back to the old Game Boy again.

MORE MORE MORE

Battery Pack/AC adaptor
The former is a simple pair of rechargable cells which slot into GBA's battery slot and offer 10 hours of play. Once they're spent, you can rejuvenate them in two hours with the recharger. The AC adaptor also slides into the back, and plugs straight into the mains.

Mobile GB
Only available in Japan so far, this allows you to swap data and, eventually, play online with folk far away via a cellphone. With the compatible *Pokémon Crystal* on its way to the US, the Mobile Adaptor could see UK shores yet.

Card Reader
Announced a couple of months ago, this is a curious device that allows you to swipe through specially-designed Pokémon cards, due for launch in Japan later this year. Once scanned, you'll have access to new attacks and items in the soon-to-be-announced *Pokémon GBA*.

Link Cable
If shortages in Japan are anything to go by, these will be very tricky to come by on GBA Day One. The original link cables are compatible with Game Boy Advance, but they'll only work with GB Pocket and Color games with a link-up capabilility.

EXTENSION PORT

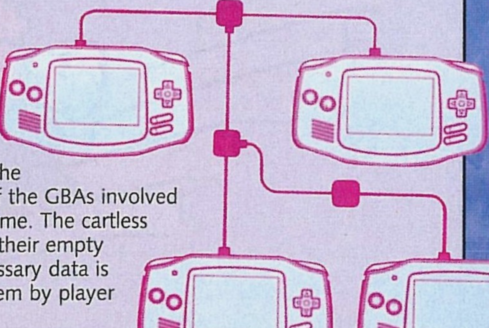
This minuscule slot on the top is your ticket to a world of next-generation four-player brilliance, thanks to the new (and somewhat pricey) GBA link cables. You have two options:

LINK-UP 1

This is for games that offer a 'normal' link-up system – where each player needs their own copy of whatever game you're playing. First link two Game Boy Advances together in the normal manner. Then, plug more GBAs into the chunky box that hangs off the middle of the first cable. Easy.

LINK-UP 2

This is the exciting bit, and works with titles like *ChuChu Rocket!* and *Super Mario*. The method of linking machines is the same – but only one of the GBAs involved needs a copy of the game. The cartless players simply turn on their empty machine, and the necessary data is pumped through to them by player one. Magic.



YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.




Super Mario

From: Nintendo **Price:** £30 **Save:** On-cart **Players:** 1-4 **Single cart link-up:** Yes **Out:** 22nd June

Mamma mia! Game Boy Advance has finally arrived and, as tradition dictates, it comes accompanied by a platforming romp featuring our favourite moustachioed wonder. As happy as we are to see the return of the prodigal plumber, though, we still can't help feeling ever so slightly jaded.

While everyone was chomping at the bit for an all-new Mario adventure, Nintendo, it seems, were satisfied with amalgamating two of their most forgettable Mario titles – *Mario Bros* and *Super Mario Bros 2* – and applying some 32-bit varnish. Disappointing? Well, yes. But if you consider how few people are familiar with these games, then for many this will be an all-new experience. And while some people might be a little miffed, both games, despite their failings, are still supremely playable.

Considering *Super Mario Bros 2* is nearly 15 years old, this updated version is surprisingly entertaining. Its still a case of jumping, running and collecting, but there are features which make it feel quite fresh.

Before you begin each of *SMB2*'s stages, you're presented with a choice between four characters, and the differences in the way each handles really affects your approach to the levels. Mario – the all-rounder – is excellent for enemy-packed stages, while Luigi is better at tackling tricky jumps over long chasms. If you find yourself failing dismally on one level, chances are it'll be easier using someone faster or more agile.





A giant Shy Guy would make a great projectile.



Scupper your opponents in Mario Bros by hurling them around the level.

CHOOSE A PLAYER

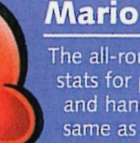
Before entering a level in SMB2, you're invited to do just that by the little speaker in the palm of your hand. Pick wisely though, because each has their strengths and weaknesses.

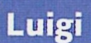
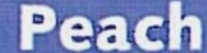
Mario

The all-rounder of the pack, Mario has equal stats for power, speed and jumping ability and handles much the same as he has in all his other adventures. Without a doubt the most popular character.

Luigi

What Mario's green-hatted brother lacks in power and speed, he more than makes up for in leaping ability. If you're finding it hard to grab those extra coins, he could well be your man.



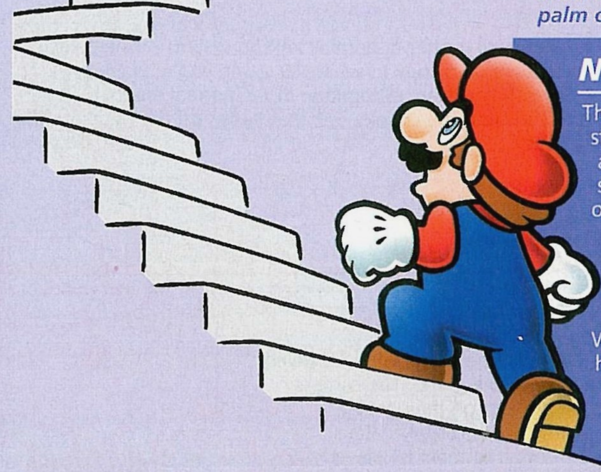



Peach

The weakest of the four characters, Peach lacks both power and speed. This can be a godsend for those who like to take their time, though, and handily she can also hover briefly with her skirt.

Toad

Being the shortie that he is, he can't jump for toffee. However, If you want to burn it through the level at high speed, chucking turnips like a mushroom possessed, then he's well up for the job.



Advance



Scouring secret areas normally rewards you with special coins or extra lives.

You have a limited time in here before you're whisked back to the main level.

Unlike the original, pounding the enemies from above will get you nowhere here. Instead, you have to pull strange vegetation from the ground and despatch it at the many Shy Guys roaming the levels. These 'turnips', as we like to call them, range from standard sized to huge mega-veggies which destroy everything in their path. Along with these, you'll discover all kinds of items buried under the ground, like hearts which act like mushrooms – giving Mario some handy extra height – and potions which open doors to secret areas.

Slight changes aside, this is familiar *Mario* territory: work your way from left to right, collecting coins and battling bosses. As you'd expect from Ninty, the controls are spot-on and the presentation as slick as ever. The sound effects are particularly impressive, with Mario and pals chattering through every enemy beaten and every level completed.

The second game on the cartridge is the original *Mario Bros*. It's a far more basic affair, but still great fun, and highly addictive. Faced with a single room with four pipes in each corner, you have to run around flipping enemies from underneath, before kicking them off the screen. The further you get through the stages, the more enemies there are and the more resilient they are to your attacks. It's quite challenging, and while the single-player mode will hardly light up your life, grab four GBA-owning mates and *Mario Bros* will soon become one of your favourite multiplayer pastimes.

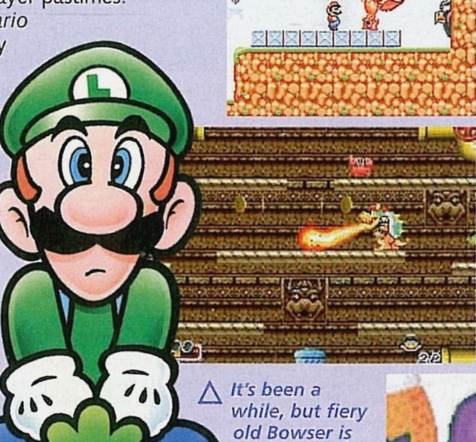
MASTERY ***As you'd expect from Ninty, the controls are spot-on and the presentation slick...***

So, while *Mario Advance* is hardly the pièce de resistance we were hoping for, it will certainly fulfil your platforming needs until Nintendo treat us to an all-new adventure. Highly recommended.



Once the main game's completed, you can embark on this Yoshi egg-hunt.

Birdo appears at the end of level one.



It's been a while, but fiery old Bowser is still up to his old tricks, bless him.

TWO WAYS TO MULTIPLAY



Grab some mates, and *Mario Bros* really comes into its own. You can either collar a friend to play as your ally in the normal game or, for the biggest laughs, link up four GBAs and race against your foes to grab as many coins as you can before the time runs out. To keep you on your toes, you can grab power-ups from the bin in the centre of the screen, while knocking your mates over and chucking them about a bit. And remember, even if there are four of you playing, you only need *one* copy of the game. Sweet.



It's still a standard 2D platforming adventure, but we love it.

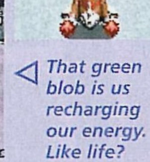
Throwing vegetation is an important part of Mario Advance.



F-Zero Maximum Velocity


In F-Zero, as in life, there is often more than one way you can go. Oh, the responsibility of choice!

The first time you come across mines, we guarantee you'll have an embarrassment in your trousers.



That green blob is us recharging our energy. Like life?



From: Nintendo **Price:** £30 **Save:** On-cart **Players:** 1-4 **Single cart link-up:** Yes **Out:** 22nd June

That rotating camera is a just reward for a race well done.


Pausing lets you catch your breath!


Mishaps like this will be the death of your so-called top times. Oh, yes.

Nnyyeeeooooouuwww! Aaaggh! Itt'ss sssoo fffaassst! Listen carefully and that's the sound you'll hear somewhere in the distance as somebody picks up *F-Zero: Maximum Velocity* for the first time.

What distinguishes it from most of the other racers on the market is not only the blistering speed at which you race, but also the unique interpretation of physics that leads to some seriously interesting handling. Corner at speed and you'll slide like a greased eel unless you take steps to give yourself a bit more grip. Try playing as you would a normal arcadey racer and see how long you last – the traditional *Ridge Racer*-style approach of holding the A button while hammering a direction will rapidly send you bouncing off a particularly heinous set of life-sapping walls. Which makes *Maximum Velocity* a particularly forbidding first-time experience, especially if you haven't already wasted hours in the company of the SNES version. It'll take a couple of short-lived races before you find your feet, but once you've mastered the technique of pumping rather than holding the A button to increase your grip as you take a corner, you'll be left drooling over the delicious track design and finger-nibbling suspense.

The time you invest learning the new racing skills will pay huge dividends. Despite *F-Zero*'s pared-down visual style, a lot of effort has been put into testing your gaming abilities and, ironically, this is what leads to *F-Zero*'s biggest downfall.

If you play a blinding race all the way to the final lap, storming past back-markers like you were born to do nothing else, and then accidentally clip a wall, you'll be very harshly punished. In fact, the rivals you reasonably concluded were miles behind will suddenly barrel past you and steal your victory. Mark will testify (very loudly) to how annoying this can be.

But of course, should you find yourself lagging behind, don't expect any preferential treatment from the

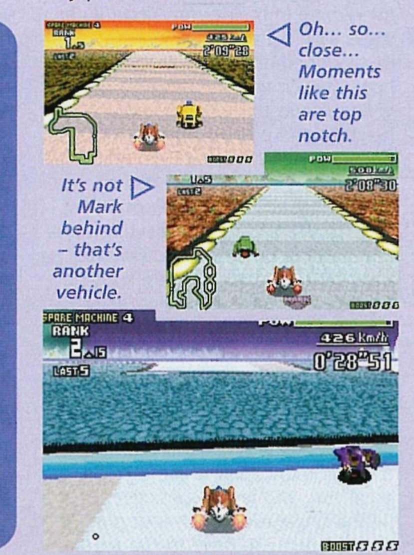
MASTERY *You'll be drooling over the delicious track design and finger-nibbling suspense.*

HOW IT WORKS



Pay attention. First time around the circuit you don't get to do any boosting, but on subsequent laps you can press both L and R to rocket away like billy-o. While we're on the subject of those shoulder buttons, you can also use them to lean into a turn to perform a useful sort of powerslide. Another cornering technique is to repeatedly tap A, as this helps keep your grip immensely. Watch that damage/power meter in the top right, though, as it'll bleep when you get low on juice. Survival is often the hardest bit...


See those empty boost blocks bottom-right? They'll fill up as you complete each lap. Simple!


Oh... so... close... Moments like this are top notch.

It's not Mark behind – that's another vehicle.

WHAT'S THAT?

Our guide to what's happening on the track.



BROKEN TRACK

This not only slows you down, but can cause nasty chafing on your underside. Watch out.



WALLS

Bouncing off the walls slows your progress – and it'll also sap your energy like some concrete vampire.



MUD

Or whatever it is. The track wardens have left some sticky stuff all over the place. It'll slow you down a treat.



ICE

Crikey! This is even worse. In true racing game fashion, the cold stuff sends you all over the place. Avoid.



MINES

Nasty. If you come too close, they'll explode and leave a gaping hole in the track for you to run into later.



JUMPS

Often easy to miss, yet oh so often *essential* for success. Miss one and kiss your perfect lap goodbye.



Shame these pics can't convey the sense of speed, eh?

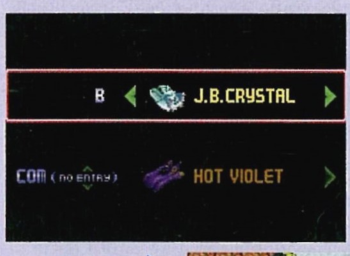
gods of high-speed racing. It's blatantly unfair – rather like taking on a boss in a mediocre 2D platformer: you'll battle through to the end of the stage only to be slaughtered on the whim of a brutally harsh decision.

As a result, the emphasis in *F-Zero* is on absolute racing perfection, with not even the tiniest of margins for error. It's refreshing to be given such a difficult task, but at the same time you'll sometimes simply want to stop playing after one too many sessions turning the air blue.

However, don't let this distract from what's otherwise one of the very finest racers money can buy, and a game that's a real 'must-have' for Nintendo's sparkling next-generation handheld. If it's possible to give a game five stars out of five begrudgingly then this would be a prime example. *F-Zero: Maximum Velocity* is a grand title that is almost flawless, but should come with a health warning: 'Casual gamers need not apply'.

LIFESPAN 5

The emphasis in* F-Zero: Maximum Velocity *is on absolute racing perfection...





The vehicle names haven't improved with age, as you can see.



That map bottom-left may look handy, but in fact it's next to useless when you're travelling at such speeds.

Er, oops... This nasty gravel will chafe your craft's underside and no mistake. Try explaining that to a mechanic...

LET'S PLAY!

Spot of multiplayer action, anyone?

SINGLE-CART

Link up four GBAs with only one cartridge and, sadly, you'll only be able to play on one track and all in the same type of vehicle. At that price, though, you really can't complain as it's still highly entertaining. If you're the one with the cart to practise on alone, you can expect to whup any competition...

MULTI-CART

Now this is where the fun begins. You have free rein over all the tracks and all the vehicles. Of course, it plays like a dream and many would say this is the best part of *F-Zero: Maximum Velocity*. Just try not to sweat too much, as your colleagues will definitely notice.



The speed doesn't suffer at all. Not one jot, we tell you!

Tony Hawk's Pro Skater 2



You grind with A, and that balance meter should stop you falling off so easily. Gnarly, dude!



Thank you, thank you. As ever, the best way to rack up points is combining tricks. Yup.

From: Activision **Price:** £30 **Save:** On-cart **Players:** 1 **Out:** 22 June

A couple of months ago we crowded around Mark's screen to watch some GBA footage of Mr Hawk's second bout of plank antics. It was a little like seeing the first Advance games in motion, with us making the same 'ooh' and 'aah' noises all over again.

The speed and fluidity with which Tony and chums hurtle over the concrete is impressive indeed. We'd happily sit and watch the demo modes, nodding our heads to the hardcore punk sounds bursting from the GBA's speakers until our trucks rusted and our urethane wheels perished. Sadly, the Dead Kennedys and co. from the original game have been replaced on GBA by some instruments-only stuff. Ah well.

Having a go yourself, much like real-life skateboarding, is far trickier than just watching. Fans of Neversoft's N64 skateboarder will initially be thrown by the change to an overhead, isometric perspective that'll remind old-schoolers of *720°* on the Speccy and its rehash on GBC.



Forget the imminent injury for a moment and have a look at that detailed background.

However, this time you're faced with enormous, complex arenas packed with a wide variety of opportunities and pitfalls. As ever, the challenge is to compete a series of increasingly difficult tasks, which you can approach in any order. But you only have about a minute and a half to pull off any of these feats. Racking up 10,000 points on the first level is easy enough for your grandma, but soon you'll see that it'll take a lot of time and expertise to unlock the final stages.

That won't put off the hardcore skaters who will be most interested in *THPS2*, though. They'll be amusing themselves with the numerous tweaks and add-ons that the sequel brings, like the balance meter, which shows you when you're about to topple from a grind, or the slightly re-jigged control system. These all work like a dream, but the problem arises when you're faced with a fully 3D arena, but only one fixed point of view. Sometimes you'll be headed up a quarter-pipe, releasing B to ollie only to find that a wall means you can't see the end of the ramp to launch yourself off.

You get more points by riding 'switch' (as shown by that top-left icon). Thanks for that.



It would have been nice to be able to link up four GBAs for some multiplayer fun, with all the collision and name-calling that ensues, but alas you're on your own. If you really must share your experiences, then you can enjoy a full, pausable replay. Much to our delight, the camera will sometimes zoom in (mmm, scaling…) to highlight your finer moments.

There's a lot squeezed onto the cart, including over a dozen of the usual skating suspects and at least twice as many boards. To start off, there are only six stages, but each enormous one will last quite long enough, stuffed as they are with well thought-out features. It's hard not to recommend *Tony*, as he's still 'The Man', though this latest outing isn't *quite* up to his usual standards…

4

WHERE DO YOU GO?

THPS2 follows the tradition set down by its predecessors and plumps for some highly entertaining locations. For example, we were pleased to romp around the new school, where grinding oversized tables and jumping onto roofs is still the order of the day. However, you'll also be able to visit a hangar (complete with grindable helicopter), the French town of Marseille, an all-new warehouse and the Big Apple itself. The locations get more peculiar and more challenging the further you go.

ChuChu Rocket!

From: Sega **Price:** £30 **Save:** On-cart **Players:** 1-4
Single cart link-up: Yes **Out:** 22nd June



You'll need to focus to keep tabs on the frantic gameplay.

Try to direct as many mice into your rocket – or cats into your opponents' – as you can.

That mouse with a '?' over its head holds a mystery power-up.

It's finally happened. For over ten years Nintendo and Sega were at loggerheads, constantly trying to outdo each other throughout the 8 and 16-bit console wars. Now, with the sad demise of Sega's Dreamcast, the unimaginable has come to pass. Sega have decided to stick to what they do best – making games – but, and this is the best bit, that includes making games for their arch-rivals Nintendo. And *Chu Chu Rocket!*, we're pleased to say, is the first of many Sega titles planned for Nintendo's platforms.

While there are other Sega classics we'd rather see before *ChuChu*, if you look beyond the bog-standard visuals and deceptively simple gameplay for a minute, you'll find one of the most original and addictive videogames in existence, with a multiplayer that's second to none.

The mechanics of the game are straightforward: you guide a stream of mice, who spawn out of pods located at various points in the level, to the safety of your – or your team's – rockets. To direct them you need to place arrows in their path, otherwise they'll just keep walking until they hit a wall. In order to win, you'll need to save more mice than anyone else.

Sounds simple, but with up to three other players meddling in your plans, and cats who'll not only devour the mice en route, but also climb into your rocket to munch through your stockpile of rodents, you'll really have your work cut out for you.

And if all *that* wasn't enough, certain mice have various power-ups attached to them. When they enter your rocket, their power-up will kick in, changing just about any aspect of the game, from the speed to the number of cats roaming the play area. This makes a whole world of difference to the way the game plays, requiring you to change your tactics from offensive to defensive at the drop of a hat.

If there was ever a title that could demonstrate the sheer joy to be had with four GBAs linked up together, then this is it. We can guarantee there's nothing else out there quite as frighteningly frantic, mind-bogglingly addictive and tactically demanding. It's still great as a single-player game, but there's something lacking without the human opponents, as the computer controlled foes never really pose much of a threat once you've started to get the hang of things.

If Sega have started as they mean to go on, GB Advance owners have a great deal to look forward to. Miss this at your peril...

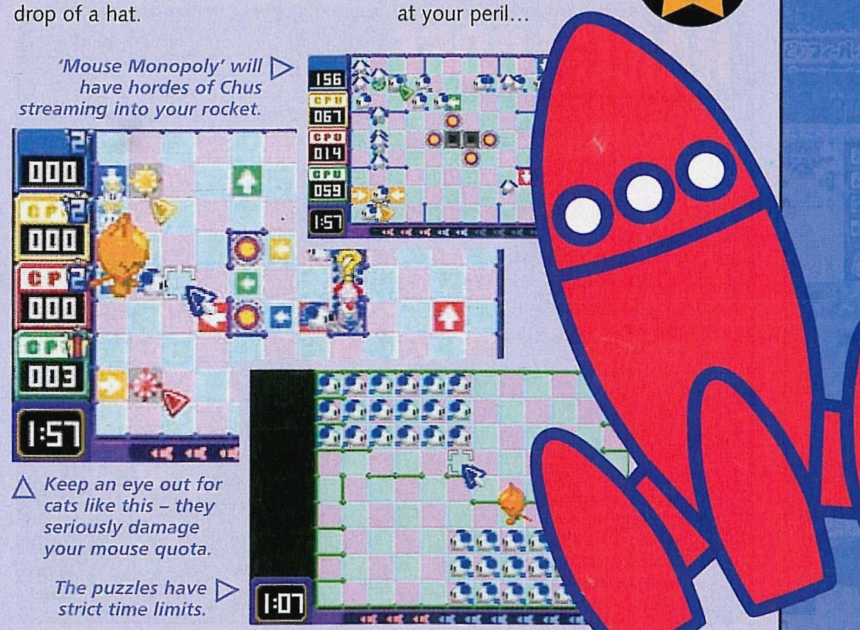
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TO INFINITY (AND BEYOND!)

There are a ridiculous number of levels on offer in *ChuChu* – nearly 3,000 in total – but it doesn't stop there. Those kind folks at Sega's Sonic Team development house have also thrown in a tasty level design option which means that you can create as devious a level layout as you please. Just about any aspect can be altered, from the number of walls inside the play area to the location of the mice's spawning points and their destination rocket-ships. You can even alter the game's sprites – such as the cats or the mice – giving you endless twisted possibilities.

Check the Chu's behaviour on your new level.



'Mouse Monopoly' will have hordes of Chus streaming into your rocket.

Keep an eye out for cats like this – they seriously damage your mouse quota.

The puzzles have strict time limits.

Rayman Advance

From: Ubi Soft **Price:** £30 **Save:** On-cart **Players:** 1 **Out:** 22nd June


Bah! That bad old Mr Dark – still, he's no match for a guy with no arms or legs. The wimp...

It was bound to happen – the dawn of a new platform sees developers across the land feverishly working on hundreds of 2D games, featuring a character from their most successful series. You know the type, he leaps from platform to platform, collecting gems and freeing the oppressed. Still, we love a decent platformer as much as anyone else and, thankfully, Ubi Soft rarely disappoint.

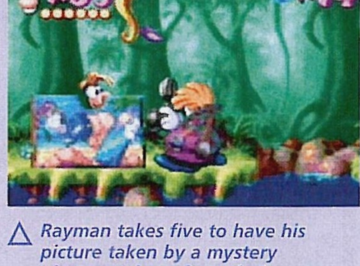
Rayman Advance is a beautifully presented title, perhaps the prettiest we've seen yet on Ninty's new handheld. The stunning backdrops feature lush forests and mountaintops, all of which are smoothly parallaxed and coloured in delicate pastel shades. There's also a great deal going on around you: closer inspection reveals tiny toadstools playing in the grass, dancing flowers and fluttering butterflies. The animation is even more impressive when Rayman himself struts his stuff. The fellow moves very well indeed, with a substantial repertoire of skills, ranging from the usual jumping, climbing and crawling, to punching, hanging from ledges and striking a pose at the end of each successfully completed level.

Rayman is just another platformer, though, which means all the tried and tested gameplay elements are present and correct. Your task is to free the Electoons who have been imprisoned around the world by evil Mr Dark. Naturally, the best way to do this is to leap around platforms, collecting blue orbs – 100 will give you a 1UP – and looking for the cells which hold the Electoons in captivity. On your way you'll get help from Betilla, your magical guide, who'll bestow handy abilities upon you, such as hanging and punching, and tell you how best to use them.

So, while this is a very standard platforming affair, it does absolutely *nothing* wrong. The controls are perfect, the visuals pleasing to the eye, the tunes catchy. There are also some token tedium-breaking levels in there too, like a mosquito-riding section which sees you flying at breakneck speed, trying to collect the bonuses while Rayman holds on for dear life.

If you're seeking a platformer on your GBA, this is about as good as you're going to get 'til *Super Mario World* arrives on the scene.




Rayman takes five to have his picture taken by a mystery photographer – but why?


Bosses can actually be quite tricky. Timing's the key to victory.


The scenery is very pleasing.

HANG LOOSE

You'll have to learn various skills if you want Rayman to explore all the levels' nooks and crannies. He's surprisingly versatile, though, running, swinging, sliding and flying around the levels, freeing those pesky Electoons. Thankfully, Rayman's trademark 'punching fist' and 'helicopter hair' moves are still there to despatch the many enemies which inhabit his world. He also has a range of temporary moves and skills which become available at certain points in the game, through interaction with various allies – the flying blue elves, for instance, enable our limbless hero to shrink and grow.


Nice. Rayman's helicopter hair manoeuvre makes a welcome comeback.


Rayman's end-of-level pose is just one of many wonderful and varied animations in his possession.

Castlevania
Circle of the Moon



This first boss will have you gnashing and wailing for a little while. Jump when he attacks, we say.



From: Konami **Price:** £30 **Save:** On-cart **Players:** 1 **Out:** 22nd June

It's been a while since we've seen the Belmont family employing their decidedly curious proficiency with whips to battle the forces of darkness. But here they are again, on the GBA, in *Circle of the Moon*.

If you've played the SNES *Super Castlevania*, you'll be familiar with this 2D platformer imbued with its own intelligent breed of RPG/horror wizardry. Firstly, the more undead glittery minions you despatch, the higher your experience level rises. You'll also pick up some spiffy extra abilities as you go along, from cracking a flaming whip to some dagger-throwing and *Metroid*-style rolling. Some of your ever-growing range of attacks will grant access to new areas, too, so you'll constantly need to consult the huge map and re-visit previous places.

Eventually you'll run into some of the weirdest monstrosities we've witnessed since *Doom 64* or *R-Type*, all in chilling colour. These, plus an overall attention to atmosphere, will rapidly bring on a serious case of the willies. Who would have thought that possible from a 'mere' handheld, eh? The soundtrack goes a long way towards adding to the horror, particularly an eerie choral bit when you turn the GBA on. Great stuff.

So, if you're after a platformer with a little more street cred than *Rayman*, you could do much worse than consider returning to the *Castlevania* series. There's a reason why people keep coming back for more…

As Sue Barker would ask, "What happened next?".

And then the ground exploded. Hardly cricket!





That gribbly thing on the ceiling spits an endless slew of poisonous snakes that'll seriously ruin your day. Not an easy game.

4

Kuru Kuru Kururin

From: Nintendo **Price:** £30 **Save:** On-cart **Players:** 1-4 **Single cart link-up:** Yes **Out:** 22nd June

You can rely on Nintendo to come up with a truly innovative puzzler. This time they've hit upon the idea of a constantly revolving stick that you have to navigate through a maze without hitting the sides. Hmm…

Truth is, it's a surprisingly enjoyable pastime. The walls, plus pistons, mines and similar nasties, will all do you damage, which means it'll take you a while to get the knack of it. The whole game is styled around ducks in spaceships which revolve to move around – to be honest we're not sure why they bothered, but it is quite endearing.

Apart from making it through the swearingly difficult courses, the main challenge will be in getting successively better times. This taxes both the fingers and the brain as you search for the best strategy.

The multiplayer is where this really comes into its own. With four of you linked up, you can see what the opposition are up to without being able to interfere at all. Which means you won't be able to barge your chums out of the way – but you can at least watch novices smash repeatedly into the walls. Chortle.

If you're after something light to quickly kill a few idle moments, you might be better off with one of the more pick-up-and-play titles. But once it takes hold, *Kuru Kuru Kururin* will tie your brain in knots for months to come – it's not a challenge to be undertaken lightly…



Yay! Multiplayer romps all round, then. Enjoyable stuff indeed.



Blimey. You'll need to be an evil genius to get out of that one, son.

Eh? Where'd the wand go? Oh dear.

They may look dappy, but they're the puzzling elite.

5

GTA Advance



Try this in a real car and you could end up on the wrong side of that tree.

From: THQ **Price:** £30 **Save:** On-cart **Players:** 1/2 **Single cart link-up:** No **Out:** 22nd June

Several months ago, when we saw the first batch of GBA footage, one of the most impressive titles was undoubtedly *Advance GTA*. It's pretty fast, throwing scenery around without a care in the world. Lovely.

Confusingly, however, it has nothing to do with *GTA* on Game Boy Color. This is a traditional racer, modelled loosely around the *Gran Turismo* series. You compete in races in order to earn access to increasingly spiffy motors. And make no mistake, car enthusiasts will be salivating brake fluid at the opportunity to hop into a dealership's worth of real-life vehicles.

However, there's more going on beneath the bonnet than might first be apparent. Sliding is a serious issue, meaning you'll have to perfect the *Ridge Racer*-style art rather quickly. Also, as you progress through the races, you'll be able to upgrade your motor, tyres, computer and all that jazz. It doesn't make too much noticeable difference, but that's a minor gripe.

That horizon scrolls in a parallax stylee.

Car nerd Jud wets his pants over this stuff.

Visually, it's another one that'll stun your mates when you boot it up. Of all the racers, we've hardly seen any that don't make use of a tasty, swiftly rotating camera at the beginning and end of each race. Similarly, slot in some decent headphones and you can rrrrevel (sorry) in the distinct rumblings of different engine noises for each vehicle.



True car nuts will know that there's more to this motor than meets the eye. Oh yes. Fancy a race?

With such decent handling and stunning eye-and-ear candy, *Advance GTA* doesn't do much of anything wrong. Although it doesn't have a high profile, this is certainly a launch title for the discerning gamer. Definitely worth considering.

5

Pinobee



Watch out! This boss drops spiky horrors on you from above. Naughty little scamp.



From: Hudson **Price:** £30 **Save:** On-cart **Players:** 1 **Link-up:** Yes **Out:** 22nd June





Careful now – that looks likely to chafe…

There are tons of power-up cards for you to collect.

One 'dash' left. Where do you want to go? Don't feed the plant on the way, mind.

A sort of cross between *Rayman Advance* and *Buck Bumble* on N64, *Pinobee* was one of the first games we heard about on GBA, and it's a pretty little thing at that.

As a wee brown bee you can jump, hover, cling onto walls and perform limited spurts of extra flying. The number of these 'dashes' (as the game calls 'em) grows, allowing you to reach ever higher, or more distant, areas. This means you can come back to some levels later on and discover bits you had no idea existed.

Interestingly, there is also an option to trade items with your friends via the link cable, which further enhances your prowess. This gives you an altogether formidable repertoire of moves – which is very pleasing, but brings about the game's eventual downfall.

Because if you want a real challenge in *Pinobee* then the trick is not to *survive* but to die. Yes, this is by far the easiest, and indeed the shortest, title for Game Boy Advance so far. If you take a full three hours to get to the end, chances are you're stopping to collect all the gubbins from each level. At 30 quid a pop, that's not much bang for your buck.

In fact, we'd advise looking elsewhere for your platforming needs: *Rayman Advance* may not be shattering the mould, and you may not be able to fly like a bee, but it'll entertain you for far longer…

2

We want your Game Boy tips! Send them to: GB Tips, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW. The best one each month will win an Action Replay Online cart from Datel (01785 810826, www.codejunkies.co.uk).



Blade



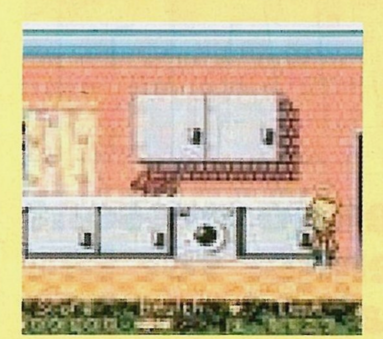
Want to see both of the endings to this deceptively tricky scrolling beat-'em-up? Here you go, then…

END SEQUENCE
Enter the following code on the password screen: 9?!1N?BKT?51G

HIDDEN SEQUENCE
Wait until the end of the final credits to view the *very* end of the story.

The Simpsons Treehouse of Horror





If you can't stomach playing this disappointing offering for longer than is absolutely necessary, use these codes to make the process as swift and painless as possible.

LEVEL PASSWORDS
2. FWXCKJXGLWN
3. TNSLRYSJGWW
4. BXPGCFPYJWB
5. WSQJLTQFYWK
6. NPKYGBKTFWQ
7. XQRFJWRBTWP



Road Champs

CHEAT MODE
Enter TC4D as a password to get your mitts on the BMX Superbike.

UNLOCK ALL GAME MODES
The password QGF7 will make training, career and tournament modes available. Mint.

UNLOCK ALL LEVELS
Enter PK.4 as your password.

COMPLETE TRAINING LEVELS
Use the following passwords:
1. TH0D
2. THBH
3. SH6K
4. SHJN
5. SHWQ

Nintendo World: ASK OAK!

"The amount of new trainers after my help has jammed my mailbox good and proper! So, to best answer your queries, I'll pick the most common ones each month."

Jamie Dyer, Norfolk: Where can I find the ticket for the SS Aqua?
Prof Oak: First off, you need to have beaten the Elite Four. After that's done, return to New Bark Town to see Professor Elm. He'll give you the ticket so you can travel to Kanto.

Amy Redmond, Cork: I've made it to Mt Mortar, but no matter how hard I look, I just can't find Marill. I have *Silver*, and I'm beginning to wonder if he's actually in it at all!
Prof Oak: Don't worry, Amy, Marill very rarely pops up of his own accord. To catch him, you'll need the advice of trainer Hiker Parry on Route 45. Once you beat him, you can trade phone numbers – he'll then inform you when Marill are 'swarming'. Once you have this news, head immediately to Mt Mortar for a highly increased chance of a Marill sighting.

Tristan Watkins, Leeds: I know that Ho-oh is in Tin Tower, but whatever I do I can't get inside there, let alone catch the bird. Please help.
Prof Oak: Before you can get inside Tin Tower, you'll need to drive Team Rocket out of the Radio Tower. As a reward you'll receive the Rainbow Wing. Once that's yours, head to Ecruteak City and enter the tower. When you get to the top, Ho-oh will be waiting. Make sure you save your game in case you fail to catch him.

Poképroblem? Ask the Prof!
Write to: Ask Oak, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

GB Action Replay codes

Pokémon Gold



Infinite money
019973d5
019974d5
019975d5

Infinite Rare Candies
0120f0d5

All three starter Pokémon from Professor Elm
0100bad7

Enemy always asleep and poisoned
0100add7

No random battles
01000bd2



Buy Master Balls for free
0101f0d5

Infinite HP
01ff2ed0

Elevator Action

Health
9105FBCB

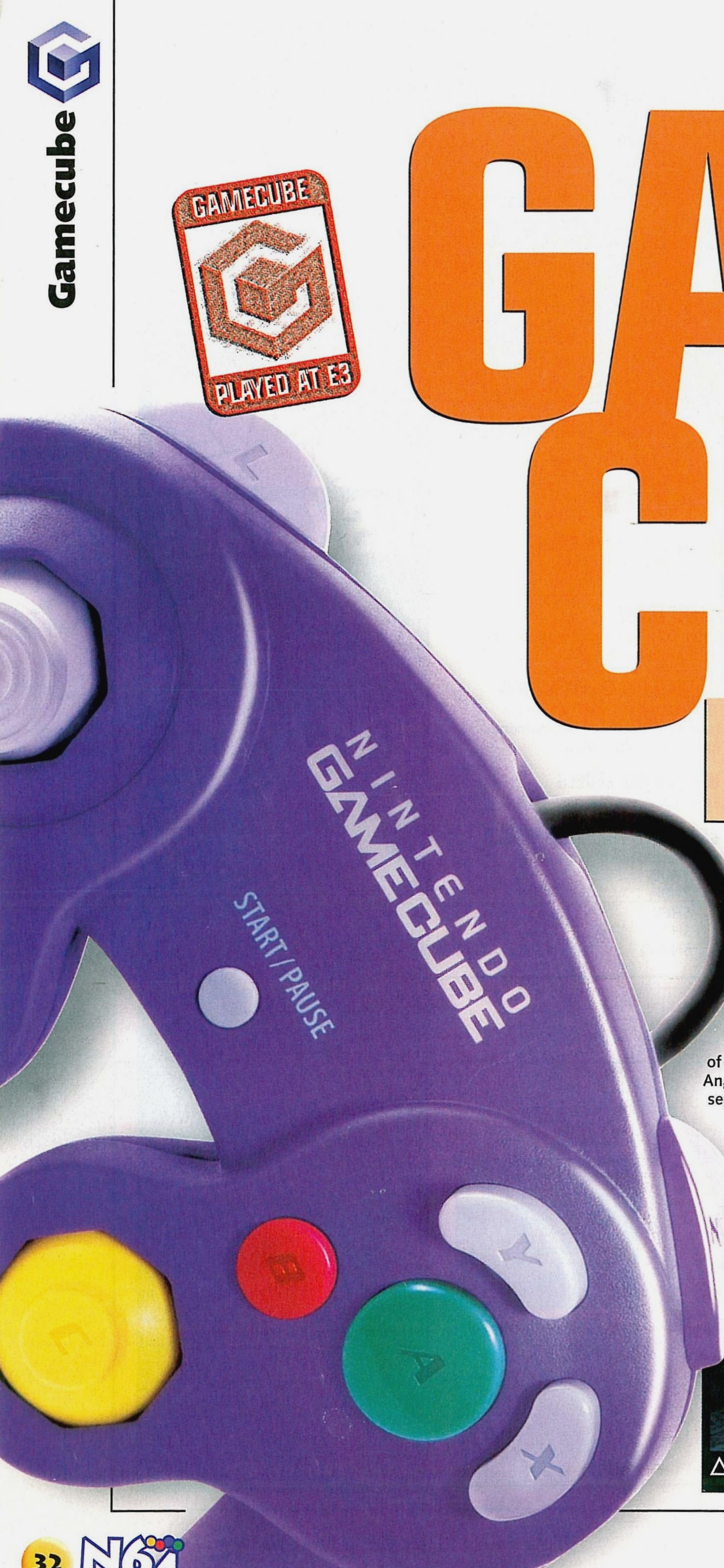
Infinite lives
9103facb

Pick up one document to gain all of them
91003cd8
91003dd8

Always have a weapon
91xx8bcb
91xx8ccb
Replace xx with:
00 – Pistol
01 – Machine gun
02 – Shotgun
03 – Grenades







GAME CUBE IT'S WAR!

Nintendo present their contender for the next-generation crown.

Wednesday 16th May, 2001 – the day before the grand opening of the annual E3 games expo in Los Angeles. Three companies, in three separate LA hotels, held three very different press conferences.

The first, featuring the ugly XBox and scores of its pitifully unimaginative games, bored the audience to tears. The second, devoted to PlayStation 2's attempts to morph itself into a PC via a host of expensive add-ons, wasn't a great deal better.

And the third? That was arranged by Nintendo, and put Microsoft and Sony to shame. Finally lifting the lid on the stunning games due for the upcoming Gamecube, Ninty treated lucky attendees to probably the most breathtaking 90 minutes in videogaming history. With titles like *Luigi's Mansion*, *Starfox Adventures*, *Super Smash Bros Melee* and *Donkey Kong Racing*, Shigsy and co. proved that only they have the intelligence, know-how and sheer talent required to truly move videogames into the next generation.

But even better was to come. At E3 itself, Nintendo's stand was filled with *playable* versions of the Gamecube games they'd unveiled just 24 hours earlier. We spent three hot and tiring days playing them all, so we could bring you 20 pages of the most comprehensive Gamecube coverage in town. So, read on – and don't forget to breathe…

The great-looking Raven Blade *was one of the unexpected treats at E3.*

INDEX...



THE MACHINE

Been living in a hole for the past two years? Then you won't know that Gamecube is Nintendo's next-generation follow-up to the N64. The tiny purple box (it's the size of ten stacked CD cases) takes games on diddy 8cm-wide discs, and pumps out visuals that easily equal – and often trump – both PlayStation 2 and XBox. At the E3 show, Nintendo revealed that Gamecube will arrive in Japan on 14th September 2001, and the United States on 5th November. The UK launch date, though, is scheduled for sometime in 2002. Bummer.





Access Luigi's GBC for a useful map of the mansion.

Luigi's asking for a squashed head here.

Wonder what the clock in the corner is for?

A trio of spooks – get sucking, Luigi!

Ghosts can knock off as much as 25% of your health if they manage to touch you. So steer clear.

LUIGI'S MAN

GAMECUBE PLAYED AT E3

From: Nintendo **Players:** 1 **Out:** November

Surprised? After 20 years of perfect platforming, Shigsy's sent his Mario series careering off in a totally new direction. *Luigi's Mansion* is the polar opposite of *Super Mario 64* – dark, claustrophobic, surprisingly simple, and this time featuring Mario's paunch-free brother, Luigi, in the starring role. Thankfully, *Luigi's Mansion* is also brilliant, brilliant fun.

The mansion itself, first prize in a contest that Luigi's wishing he never entered, is filled from basement to attic with ghosts – and the green-dungareed plumber's job is to exorcise 'til he's blue in the face. Armed with just a torch and a vacuum cleaner – the former used to temporarily spook the spooks, the latter to suck them up – your mission is to clear the sprawling abode's every room of cackling spirits, before the sun peeks over the horizon.

It's a worryingly simple concept on paper, but in practice *Luigi's Mansion* is as irresistibly intuitive and infuriatingly compulsive as any of Miyamoto's titles. Once you've got your fingers around

IT'S A SMALL WORLD

After the sprawling worlds of *Super Mario 64*, Shigsy's return to a top-downish, almost two-dimensional world for *Luigi's Mansion* is quite a shock. The first floor, for example, consists of just two corridors, each with self-contained rooms, such as the kitchen and bathroom, branching off. You can't change the camera angle, either – walls simply fade away as you step through doors, thus avoiding an embarrassing brick-filled camera view. Basic, yes – but we'll bet that later levels feature more complicated layouts.



LIKING THE BIKE

Acclaim announced they'll be bringing *Dave Mirra Freestyle BMX 2* to the Gamecube. It's the *Tony Hawk*'s of biking, with the chance for you and a friend to wheelie, grind and stunt your way around a breathtakingly large city – and get clobbered by a bus if you're not careful. It should be out just in time for the machine's launch in the UK. Top stuff.

This is a PS2 screenshot – the GC version looks better.



THE STAND

Nintendo's stand at the show didn't seem quite as big as Sony's or Microsoft's, but it was by far the most popular of the three. Hundreds of sweat-addled punters battled to reach the playable versions of *Luigi's Mansion, Super Smash Bros, Pikmin* and *Wave Race: Blue Storm*, while helpful Nintendo folk – dressed in super-smart black Gamecube and Game Boy Advance t-shirts – raised their eyebrows at anyone who tried to hog a machine for too long.

△ You can't hoover up items from the fridge, but you can make them wobble a bit if you like.

△ Spirits attack in groups of up to ten.

△ The mansion owner here has a sinister hidden agenda...

SION

GHOSTBUSTING

We ain't 'fraid of no ghosts, thanks to this spook-baiting guide...

1 Use the joypad's yellow C-stick to explore the room – the minimal light from the torch makes tiptoeing around surprisingly tense.

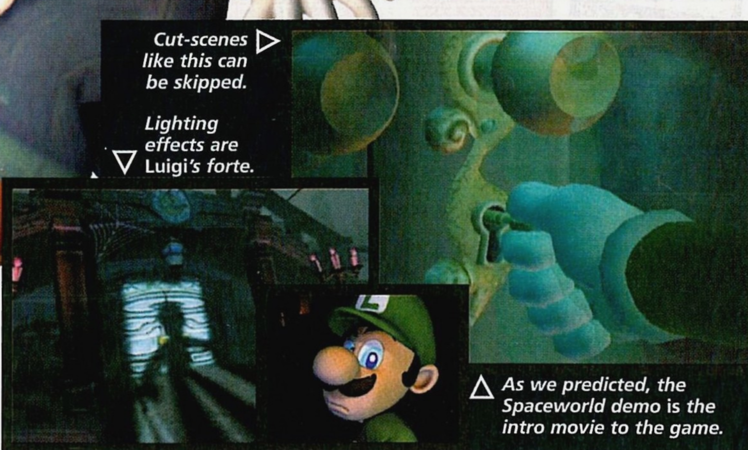
2 Before long, a ghost will appear nearby. Shine the torch directly at the face to freeze it in its tracks.

3 Now switch on the vacuum with R, and the spook will flee. The more accurate your aim, the faster it'll be sucked up.

4 Get all the ghosts in the room and the lights will come on – plus you'll win coins, and a key for the next bit. Yep.

the brain-meddling controls – the C-stick moves Luigi around, while the grey control stick turns his upper body to direct the torch or hoover – everything *feels* perfect. The flawless way Luigi responds to each push of the analogue, the panicky flight of the ghosts as they scramble to fly clear of the vacuum, that patented Ninty 'ding' with every coin collected – *Luigi's Mansion* might not be as sprawling or varied as the rest of the Mario clan, but the sheer attention to detail means there's no risk of repetitiveness.

At E3, Shigsy made no secret of the fact that *Luigi's Mansion* is expressly designed to show off GC's graphical power – just watch the way shadows dance around the rooms, mirrors reflect Luigi's petrified form, and curtains flap and candles flicker in the breeze. But it's also a great game in its own right, and with only one level on show at E3, it's undoubtedly got plenty more surprises – and scares – up its sleeve.



Cut-scenes like this can be skipped. ▷

Lighting effects are Luigi's forte. ▽

△ As we predicted, the Spaceworld demo is the intro movie to the game.

PHANTASY STAR

Yu Suzuka, the head of Sega's Sonic Team division, demonstrated the Gamecube version of *Phantasy Star Online v2* himself. Four-player RPG antics with nary a drop in framerate? Count us in.



△ 16th May, 2001: the world's first glimpse at the finished Gamecube and its lovely joypad.

TAXI!

One of the best bits of news from E3 was that Sega's brilliant *Crazy Taxi* will be roaring onto the Gamecube by the end of 2001. *Crazy Taxi* is a chaotic race around US cities, the challenge being to pick up passengers and take them to their destination as quickly as possible – with no regard for the highway code. It'll be tops.



GO! GO! ▷





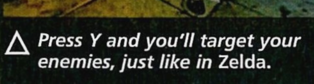
The cut-scenes use the in-game visuals. True!

One of the bosses, we assume. Pure evil.



Nooo! The world's most irritating frog is back. Sigh.





Press Y and you'll target your enemies, just like in Zelda.



STARFOX ADVE DINOSAUR

GAMECUBE PLAYED AT E3

PREHISTORIC PAL



Dinosaur Planet's main character might have shapeshifted during the journey from N64 to Gamecube, but your sidekick hasn't. Prince Tricky the Triceratops is controlled via the C-stick – you can use him to distract enemies, explore otherwise inaccessible areas, and fetch objects, but you'll need to keep him well fed with mushrooms to prevent him sulking. A neat touch is the chance to play a splendid game of Fetch – feel your heart warm as the little fella bounds after your ball and brings it back to your feet. Aw.

From: Nintendo • Rare **Players:** 1 **Out:** November

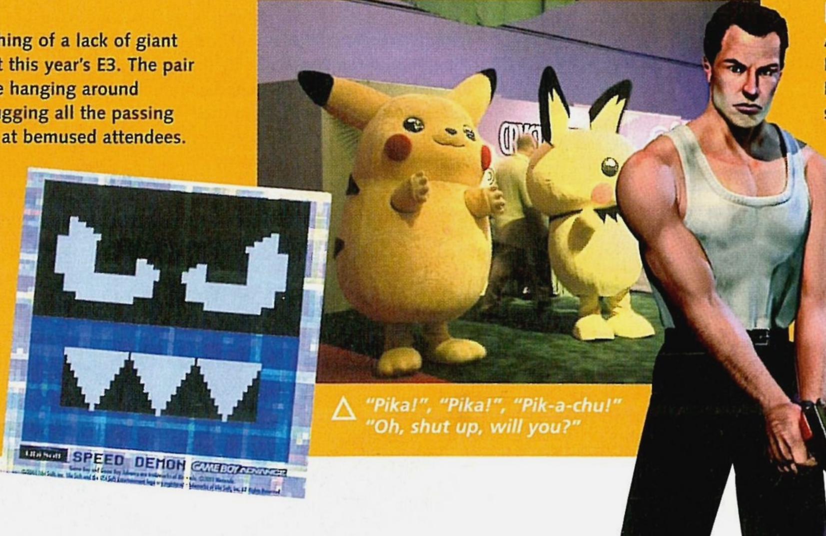
It was early last year that Shigeru Miyamoto, when asked for his opinion on Rare's N64 epic *Dinosaur Planet*, laughed that he might just ask the Twycross coders to "change the name to *Starfox Adventures*". He was joking, of course.

Except, he wasn't. A good three years after *Dinosaur Planet*'s development process began, it's not only made the leap from N64 to Gamecube, but also had most of its original animé-style cast ripped out and replaced with Fox McCloud, Peppy Hare, and the rest of the *Lylat Wars* cast. Confused? Don't be – all you need know is that this new *Dinosaur Planet* is as huge, involving and exciting as its previous incarnation, and approximately 37 times more gorgeous.

Just three sections of *Starfox Adventures* were playable at E3 – selectable from a jaw-dropping zoomable galaxy map and preceded

BIG CUDDLES

All told, there was something of a lack of giant cuddly game characters at this year's E3. The pair of jokers to the right were hanging around Nintendo's GBA stand, hugging all the passing Pokémaniacs and waving at bemused attendees. But where was Mario? And Yoshi? And Fox McCloud? We would have given our right arms to give a seven-foot Slippy the Toad the kicking that he so thoroughly deserves.



Fancy one of these Ubi Soft stickers? See page 51, then.

"Pika!", "Pika!", "Pik-a-chu!" "Oh, shut up, will you?"

Die Hard on GC? Believe it. UK-based Bits Studios are the people to thank.

FUN WITH CARDBOARD

After its unveiling at the Tokyo Game Show, the Pokémon E-card Reader appeared inside a impenetrable glass box at E3. Plug it into your GBA and you'll be able to scan in a specially-designed Pokécard. Geraint explains much more about this little beauty in Pokémon Club on page 11.





◁ Fox's new enemy – General Scales. Yikes.

The new, moodier, Fox McCloud. Quite ▽ the stare.

NTURES PLANET

by mission briefs from General Pepper himself. Each served up a unique playing experience, but the best by far was Pine Grove, which sees hero Fox strutting around a lush forest clearing, where lumbering Thorntails bathe and graze. Elsewhere, Monsieur McCloud engages in a frantic battle with a skyscraper-sized reptilian boss, and pushes blocks and twiddles levers in order to escape from an underground dino prison. The full game promises 20 levels spread across 12 planets, with *Lylat Wars*-style mid-space battles and a bucketful of mind-scrambling puzzles.

There's plenty of *Zelda* in *Starfox Adventures* – most noticeably in the way the Y button locks on to enemies in battle and how scenery shifts colours in the ever-changing light of night and day. But the emphasis on combat, courtesy of the whopping great staff that Fox finds at the beginning of his adventures, makes for a game dripping in action.

Of course, hours of crystal clear in-game speech means having to put up with the incessant screeching of the ever-useless Slippy Toad. But that's a small price to pay for a game as nigh-on perfect as *Starfox Adventures*. Bring it on. Ⓝ

JOYPAD JOY

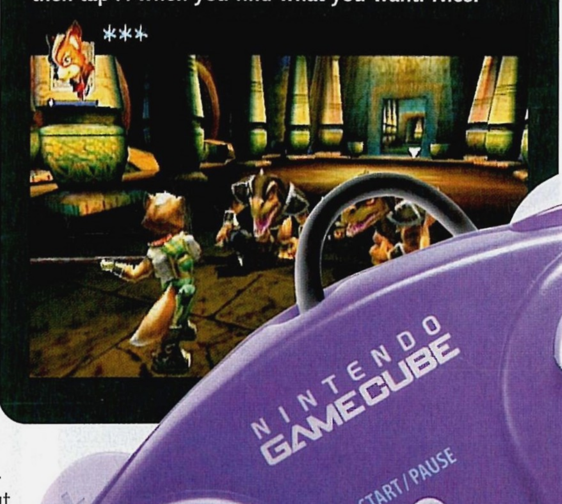
Trust Rare to put the Gamecube's controller to maximum use.

MOVEMENT
Rare's finely-tuned programming skills show off the capabilities of the new analogue stick perfectly. Getting about is a cinch – although we wish Fox would run a bit faster.

MAP
The L button was all but ignored on the N64 controller. Now, with your left index finger ideally-placed to jab at it, it's the perfect button for toggling the on-screen map.

LOCK-ON
Hold down Y near an enemy for a *Zelda*-patented lock-on. This does make it tricky to attack with A, though, as you need to press down with the base of your thumb.

INVENTORY
No need to call a separate item screen by pressing Start – just flick through your bag with the C-stick, then tap A when you find what you want. Nice.



LUIGI AGAIN

Surprisingly, only a couple of visitors to the Nintendo stand managed to actually finish the short demo of *Luigi's Mansion* that appeared at the show. After all the rooms have been cleared, a snazzy cut-scene shows a glowing golden key dropping into Luigi's lap – it's used to open a door up on the third floor and reach one of the mansion's outside balconies. However, as soon as you do so, Luigi's scientist friend informs him that he'll have to buy the finished game to see what comes next. Dammit!



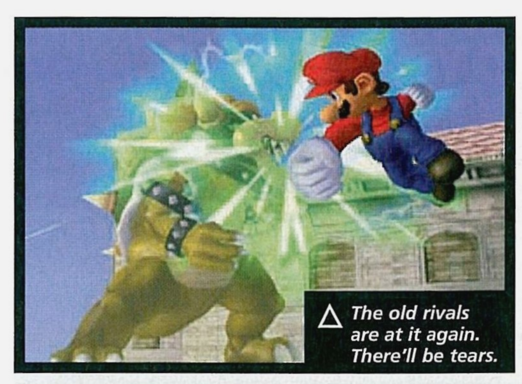
BIG BROS

Thanks to Panasonic's involvement with the manufacture of the Gamecube, Nintendo bagged scores of their high-definition TVs (HDTVs) for their stand. These frighteningly expensive sets brought out the best in games like *Super Smash Bros Melee*, and showed just how much detail you can expect from Gamecube's visually stunning titles, ie lots.



GO! GO!



The old rivals are at it again. There'll be tears.

SUPER BROTHERS

SCRAP MAPS

There's a themed arena for every one of *Smash Bros Melee*'s characters...

Kirby's Dreamland
A stunning fantasy world bathed in pink and purple pastels, complete with a fountain gushing rainbow-coloured water over the edges of the arena. Dreamy.

Shiek's Great Bay
Recognise this? It's the Great Bay from *Majora's Mask*, featuring a floating pixie, the big turtle, and gloriously rippling water. And, yes, the moon *does* move closer as your match progresses.



Falcon's F-Zero Track
Truly breathtaking. You fight atop a floating platform, which ducks, dives and weaves its way at speed around the sky – and often dumps you *on* a track filled with racing F-Zero craft.

Peach's Castle
A familiar sight, but you won't have seen it looking like this before. The castle itself is magnificently opulent, and those familiar hills are now astonishingly lifelike. Simply superb.



From: Nintendo **Players:** 1-4 **Out:** November

Few people would accuse Nintendo's Gamecube of lacking in the games department. But *this* is arguably the console's 'killer app' – awestruck punters will be shelling out for Gamecube purely so they can play it. *Super Smash Bros Melee* is, simply, one of gaming history's greatest beat-'em-ups.

That's not to say it's unique – a hefty proportion of *Smash Bros Melee* is all but identical to its N64 daddy. Many of the original fighters return, including Mario, Peach, Link and Pikachu; the arenas, based on classic N64 titles, are structurally similar to those found in the original *Super Smash Bros*; and the fighting itself – a terrifyingly fast blend of kicks, punches, big guns and power-ups that creates match after match of total and utter chaos – draws from the same rule book as the N64 version.

But one glance at these *Melee* screenshots should be enough for you





"Falcon... PUNCH!" Yep, the Captain's back for SSBM.

Pikachu's crackling thunderbolt move is as deadly as it was in the first game.



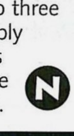
NUKE 'EM

After assuring us they'd have no GC announcements at the show, Take Two Interactive revealed they're working on a GC conversion of PC first-person shooter *Duke Nukem Forever.* There'll be a GBA version, too – just don't expect Nintendo to allow Duke's questionable catchphrases to blare out of the handheld's speakers. All together now: "Your face, your ass..."



Nintendo's Satooru Ikawa introduced the Gamecube's first games. We love him.

SMASH MELEE



HOW IT WORKS

Smash Bros Melee works on the same unique principle as its prequel. There are no energy bars as such – each player's damage is represented by a percentage at the bottom of the screen. The higher the combatant's damage, the more susceptible they are to being tossed out of the ring by a rival – chalking up a point for the attacker. There are plenty of variations within *Melee*, but this basic version is easily the most unputdownable.

Sadly, Mario's new cape-swing manoeuvre is all but useless. Looks rather smart, though, doesn't it?

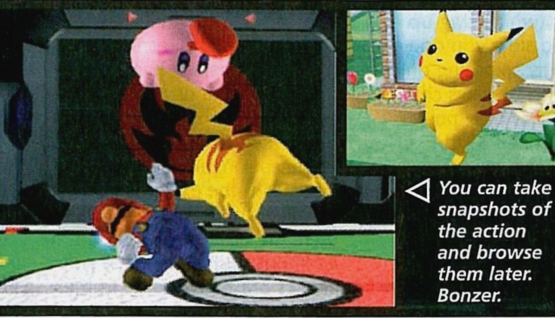
to realise that this is hardly any old sequel, as Gamecube's near-nuclear power has been used to create visuals that were previously the stuff of dreams. With characters now executing moves in a blaze of blinding special effects, photo-quality arenas scrolling around at top speed, and glorious backgrounds stretching *miles* off into the distance, *Smash Bros* is now just as beautiful to look at as it is to play.

Beauty's only skin deep, of course – delve deeper and you'll uncover a wealth of other improvements. Aside from extra tournament modes, fresh power-ups, and new characters like *Zelda*'s Shiek and the long-forgotten Ice Climbers (last seen in an '80s NES game), the most notable addition are some breathtaking new arenas. Pixel-perfect recreations of levels from *Majora's Mask* and *F-Zero X* number amongst them – and animated backgrounds and interactive bits of scenery make it impossible to tear your eyes away.

In solo mode, or with up to three friends, *Smash Bros Melee* simply shines. It drew heaving throngs at E3 – expect it to do the same in your living room come 2002.



DK's size and sheer strength makes him a tough nut to crack.





Now that's one cute mouse. Kick him in the face!

You can take snapshots of the action and browse them later. Bonzer.

All the transformations from Kirby 64 – stone blocks, spiky balls, etc – are available to the pink blob.





LINK TO GC

On a rolling video of GC games at Nintendo's pre-E3 announcement, the *Zelda* logo suddenly appeared. The assembled throng held their breath – then sighed disappointedly as the old Spaceworld footage of *Zelda Gamecube* was repeated. Still, Shigsy's promised that we'll get our first look at the game proper at *this* year's Spaceworld show in August – and as the visuals for the game were rumoured to be finished as far back as last September, Mr Miyamoto might even have his latest Hyrule epic ready in time for Gamecube's Japanese launch on September 14th. Here's hoping…



Zelda fans will have to make do with Super Smash Bros Melee, which features both Link and Shiek.







The courses are a mixture of new ones and old faves.

The stunt scoring system has had a few tweaks.

Miss five markers and you'll be disqualified.

There's also a new nose-mounted camera.

GAMECUBE PLAYED AT E3

WAVE RACE BLUE STORM

From: Nintendo • Nintendo Software Technology **Players:** 1-4 **Out:** November

MULTIPLAYER

Wave Race's multiplayer mode is stunning, with none of the fog that marred the N64 version. You can race against up to three other players, and it's just as fast as the solo mode, but you do lose the reflection effects in the water.



Check out the reflection effects in the water. Wow!

Nintendo's US development team has produced an absolute corker with this one. If you thought the N64 version was impressive, you've seen nothing yet – _Wave Race_ for Gamecube will blow you away.

The water effects now include reflections which are broken and distorted by ripples – the beautifully animated riders, the objects by the side of the water and even the clouds in the sky are reflected, but like the N64 game you really have to see it in motion to appreciate how realistic it looks. Most impressively, the Gamecube has so much power in reserve that the developers were able to add countless extra details, such as underwater weeds (which clog up your jet intakes and slow you down) and droplets of spray splashing onto the camera lens. The jet bikes churn the water into foam as they power along at twice the speed of the original game, and the waves themselves can be anything from gentle undulations to massive, 40ft swells that threaten to engulf the speeding riders.

While there isn't a huge amount going on in the backgrounds, it's the water that's the most eye-catching thing in this game, and you really need to stay focused on the ebb and flow in order to gain a speed boost by surfing over the crest of a wave.

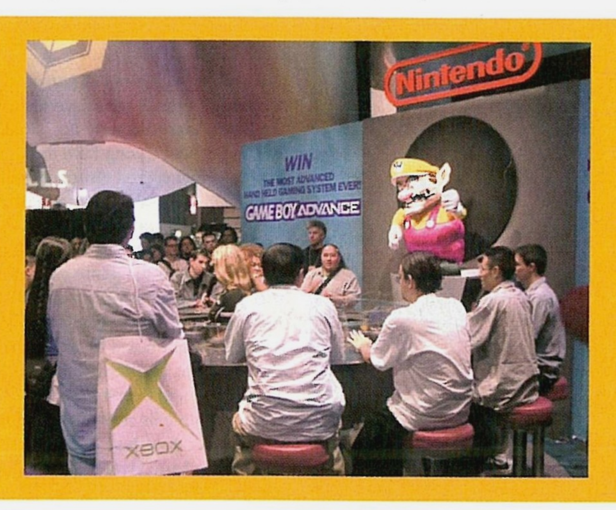
The gameplay hasn't been altered much from the original, thankfully. If anything, the handling is a little more sensitive and the waves have a slightly stronger effect on your jet bike. With the exception of a turbo function and a couple of new modes, there are no more significant additions, but _Wave Race_ was always pretty awesome in the first place. Now it's perfect.





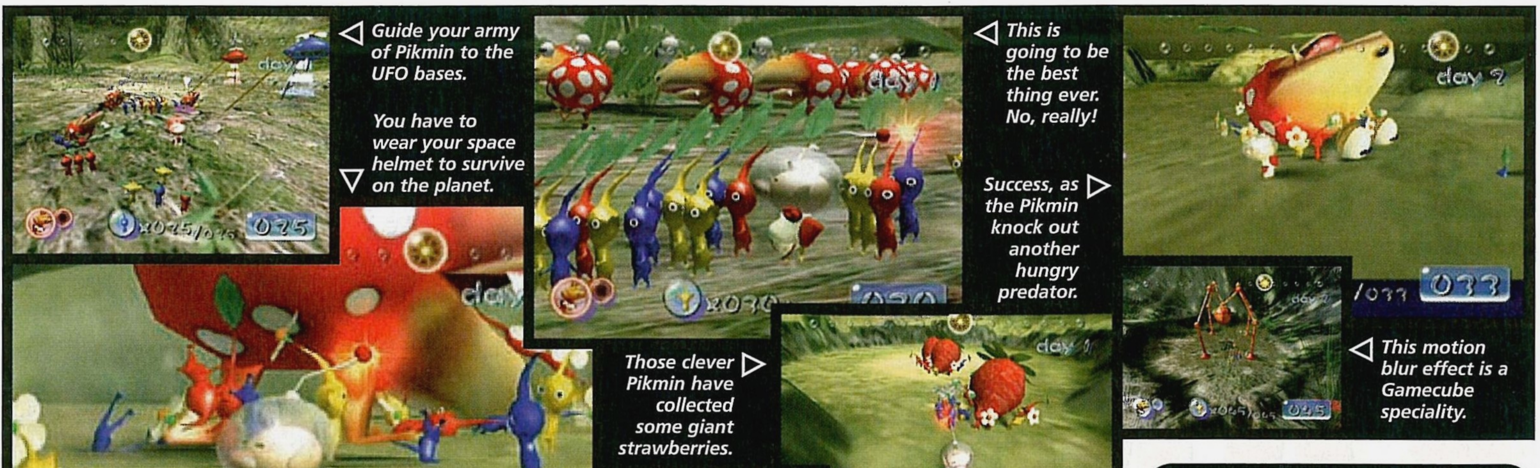
These superb bags were very hard to come by – but we're willing to hand ours over to you, over on page 51.





PLUMBERS THAT PETRIFY

There was the chance to win a GBA at one section of Nintendo's stand. The competition was hosted by a truly terrifying mechanical Mario – later replaced by an equally scary Wario. Mum!



Guide your army of Pikmin to the UFO bases.

You have to wear your space helmet to survive on the planet.

This is going to be the best thing ever. No, really!

Success, as the Pikmin knock out another hungry predator.

Those clever Pikmin have collected some giant strawberries.

This motion blur effect is a Gamecube speciality.

Zoom out to get a wider view of the busy playing area. Looks lovely.

PIKMIN

GAMECUBE PLAYED AT E3

From: Nintendo **Players:** 1 **Out:** December

Imagine pulling up a weed in the garden and finding it's growing out of the head of a super-cute little man. Result! This is *Pikmin*, the latest and weirdest thing to sprout from the fevered imagination of Shigeru Miyamoto, and it's going to change the way you think about real-time strategy games.

As a spaceman stranded on a distant planet, you've got to enlist the help of the Pikmin by uprooting them and adding them to your personal army. More than 100 can be controlled at once, by directing groups of them with the control stick, grabbing and throwing individual Pikmin, or using the C-stick to veer the whole lot around you. Puzzles such as breaking rocks and removing barriers require precise Pikmin control.

You've got to keep on your toes, because the Pikmin's natural predators are everywhere, and will gobble up greedy mouthfuls of the tiny fellas. The way to defeat these monsters is to divert their attention with one group of sacrificial Pikmin, while attacking from behind with yet more of the unfortunate creatures. Eventually you'll learn how to guard your Pikmin nests and protect the pieces of your spaceship you need to get back home.

We'll have more info on this beautiful and original strategy title next month.

SPROUTS

Different colours and types of Pikmin can be cultivated, with leaves, buds or flowers on their heads, and their various abilities will help you get off the planet – assuming you can bear leaving your new friends behind.



Flower power Pikmin ahoy.

I... AM TUROK!

He's ba-ack! Acclaim blew showgoers away with a video of *Turok Evolution*, the fourth in the series of shooters. It heralds a return to the brilliance of *Turok 1* – atmospheric jungles, gun-toting dinosaurs, and hilariously over-the-top nuclear guns – but also features a pterodactyl-riding section, and a multiplayer that should ride roughshod over *Turok 3*'s. *Turok Evolution* is due out in 2002.



BOX CLEVER

Trapped inside a glass prison at the show was the very first example of Gamecube's game packaging. It's pretty much a standard DVD box, but, as you can see, GC's tiny discs mean there's a little room left over – which Nintendo have filled with a container for one of the machine's memory cards. The instruction manual slots in on the left, and a series of fasteners on the right-hand side means the whole thing snaps shut with a satisfying 'click!'. Simple, but oh so very effective.


GO! GO!





Leotards and pink legwarmers! The shrinking Geri Halliwell has got a lot to answer for.



Morphing into this beast gives Kameo some deadly spiky weaponry.

A monster-catching device, or one of those 'Simon' games?

The flexible control system means Kameo can choose to view the action through the eyes of the monsters.

KAMEO ELEMENTS OF POWER

From: Rare **Players:** 1 **Out:** 2002

GAMECUBE PLAYED AT E3

Now this looks stunning. After Shigsy instructed Rare to replace *Dinosaur Planet*'s cast with Fox McCloud and co, it looks like the Twycross coders have decided to have another go at creating some all-new characters.

Like *Dinosaur Planet*, *Elements of Power* – expect that name to change in the future – is another RPG/adventure. This time, though, you take the role of Kameo, a fairy princess with magical morphing powers whose task it is to save the six Elemental Ancestors from Thorn, the Dark Troll King. *Pokémon*-style, she can capture and train up to 60 baby monsters who she'll encounter roaming around the massive landscapes, and train them into hugely powerful creatures.

What makes *Elements of Power* even more interesting is Kameo's ability to morph *into* these monsters and take on their strengths during battle. At that point she'll actually appear to be *inside* the monster, seeing through their eyes and controlling their movements. Neat.

Bearing a striking resemblance to another Rare title, *Jet Force Gemini*, this really does look impressive, with lush environments and scenery that stretches off into the distance. 2002 can't come soon enough.



Those look like giant dinosaur skeletons in the background, and could that be an anthill?



The visuals are simply stunning.

Kameo and her mates can even fight as a pack.





Kameo and two of her sidekicks.





First look at the Gamecube version of the 64DD's curious God game, Doshin the Giant.



SMALL BUT BIG

Game Boy Advance wasn't about to allow Gamecube all the glory at E3. A good third of Nintendo's floor space was devoted to the handheld, with a near-finished version of *Mario Kart Advance* attracting the biggest queues.



Bless Nintendo – they make the best leaflets in the business. You can win this one by hopping over to page 51.





△ Strange creatures, like this purple crocodile-like fellow, abound in Animal Forest.

◁ You'll soon acquire enough stuff to furnish your new home.

ANIMAL FOREST

From: Nintendo **Players:** 1-4 **Out:** TBA

We thought Shigsy's 'communication game' might not make it into English, but Nintendo announced at the show that they'll be optimising the Japanese N64 version and translating it ready for a US release on Gamecube. Which is excellent news.

As the 'communication game' tag suggests, *Animal Forest* is basically about interacting with the other strange characters that you encounter in your virtual world.

The game comes with four save slots, which Shigsy hopes will encourage families to play together – although only one person can frolic in the forest at a time.

As we've come to expect from the great Miyamoto, this is quite unlike anything we've ever come across before, but it does remind us a little bit of the excellent RPG farming sim *Harvest Moon*.

For the full story on *Animal Forest* flip to Geraint's huge N64 import review on page 60.



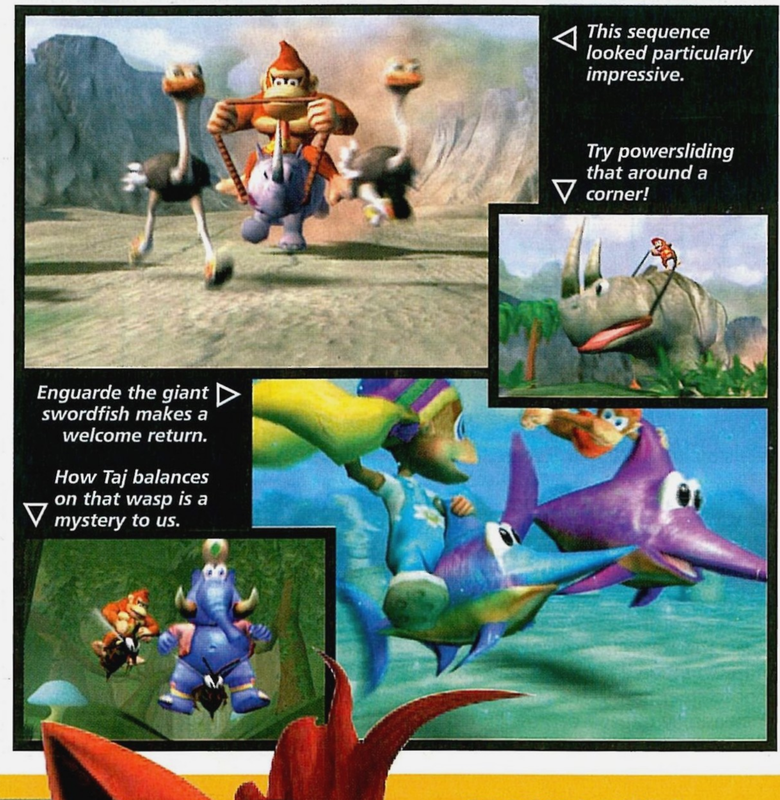
DONKEY KONG RACING

From: Nintendo • Rare **Players:** 1-4 **Out:** Early 2002

Well, this was a pleasant surprise – and it's not just *Diddy Kong Racing* with added Kongs. Don't get us wrong, there's still plenty of fast racing action going on, but Gamecube's meaty processor means far lusher jungle backgrounds and herds of marauding wildlife to career past.

You won't be racing in karts or planes this time, either, but on a rhino – remember Rambi? – an elephant, or all manner of other creatures. Like *DKR*, you can also race through the sky and across water, so expect some webbed and winged wonders – we've already seen Enguarde the swordfish and a swarm of wasps.

The most *interesting* new feature, though, is the ability to train and strengthen your animals by enticing them with items and feeding them bits of fruit that you pick up mid-race. Expect Rare not to disappoint.



◁ This sequence looked particularly impressive.

Try powersliding that around a corner! ▽

Enguarde the giant swordfish makes a welcome return. ▷

How Taj balances on that wasp is a mystery to us. ▽



THANKS FOR THE MEMORY

Now that Nintendo have ditched carts for good, memory cards will prove a necessity for every game. Gamecube's Digicards popped their heads over the parapet for the first time at E3, and although they might *look* the same as N64's memory paks, they're a whole lot better, storing a whopping 4Mbits of data. That's almost 1/16th the size of the entire *Super Mario 64* game cartridge. The GC's SD Card Adaptor – which allows memory cards of up to 512Mbits in size – wasn't shown at E3.

CRASH LANDS

As we reported a few issues ago, the closest thing that the PlayStation has to a mascot is now doing the dirty on Sony and heading for Gamecube. *Crash Bandicoot: The Wrath of Vortex* is being developed by Traveller's Tales in the UK, and should be out in time for GC's launch. It features the same brand of frantic into-the-screen platforming play that's made the bandicoot famous, but this time Crash's sister Coco appears as a playable character. More on *Crash* as it appears.







Meet AiAi, MeeMee and Baby, three of Sega's nicest monkeys.

Plenty of time left to collect those tasty bananas. Get rolling!

There's a surprising range of moves available for your simian.

You've got one minute to roll all the way to the finish.

PLAYED AT E3

SUPER MONKEY BALL

From: Sega • Sonic Team **Players:** 1-4 **Out:** November

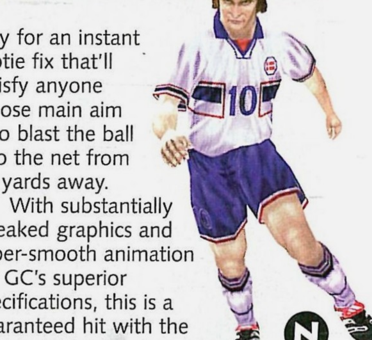
Sega's arcade *Marble Madness*-style game is set to make a Gamecube appearance in enhanced form, with *Super Monkey Ball*.

It's a racing game with precise analogue controls. A monkey is trapped inside a clear ball, and you've got to steer him to the end of a set of increasingly difficult courses by tilting the board underneath him. Collecting bananas boosts your score, and there are assorted power-ups to use in the competitive four-player mode.

The arcade version uses the Naomi board – basically a coin-op Dreamcast. Since GC is a lot more powerful, the game's being completely rewritten to take advantage of its graphical features – nothing like the iffy PS2 version of *Crazy Taxi*, thank goodness.

VIRTUA STRIKER

From: Sega • AM2 **Players:** 1-4 **Out:** TBA



Okay, so if it's a strategic footie sim you're after, with all your favourite players and the option to tinker with in-game stats, you're not going to find it here. If, on the other hand, you're not a soccer purist and don't need the complexity and depth that *ISS* offers, then Sega's arcade conversion will certainly do the job.

Virtua Striker is all about sheer speed and ease of play – there *is* some level of skill required, but the main appeal is the facility to pick up and play for an instant footie fix that'll satisfy anyone whose main aim is to blast the ball into the net from 40 yards away.

With substantially tweaked graphics and super-smooth animation for GC's superior specifications, this is a guaranteed hit with the post-pub kickabout crew.



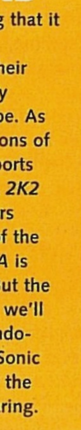
It all looks typically Sega – solid, stylish and exceptionally smooth.

Gary Goalhanger accepts the easiest of tap-ins to open the scoring. Well, they all count.

The only controls you've got to worry about are pass, shoot and foul. Couldn't be easier.

SEGA'S STAND

Despite Sega admitting that it felt a bit odd to see a Nintendo console on their own stand, they're fully committed to Gamecube. As well as future conversions of the best of the Sega Sports games – including *NFL 2K2* and *NBA 2K2* – rumours suggest a conversion of the excellent *Daytona USA* is already in the works. But the *really* big news is that we'll soon see a joint Nintendo-Sega title that'll bring Sonic and Mario together for the first time. Belief-beggaring.







Capcom didn't show GC Resi Zero after all, but the full game...

...including this chap, should be at Nintendo's Spaceworld show in August.





The addition of a split-screen mode makes things more fun for non-online players.

Rangers are suited to close combat, but you need a healer, too.

The locations and quests are all nicely varied.





The locations in each and every quest are beautiful.

PSO's intense multiplayer battles return with improved speed and visuals. Roll on autumn!

PHANTASY STAR ONLINE V2

From: Sega • Sonic Team **Players:** Unlimited **Out:** Autumn

THE MATRIX



As *PSO* players will testify, it's like one big community, with everyone forming teams, trading, selling and even stealing items, as well as discussing tactics. After each mission your character grows stronger, and gains items and weapons for future quests.

V2 lets you do even more in your online world. As a break from team-based RPG scrapping, how about deathmatches with human players, or footie in a special arena?



The monsters found in PSO are the finest creations of any game.

Fresh on the back of Sega's confirmation that they're developing for Nintendo's Gamecube came the announcement that everyone hoped for: Sega are bringing Version 2 of their critically acclaimed, world-wide RPG phenomenon, *Phantasy Star Online* to GC.

The original *Phantasy Star Online* for Dreamcast – developed by Sonic creator Yuji Naka-san – allowed you to customise your character (from the way he or she looks, to their strength, accuracy, magic and healing prowess); put your creation online to meet other players from all over the world; form a party and then beam to a planet's surface to begin your quest. The team-building aspect of the game is of utmost importance, requiring you to balance your abilities with those of your team-mates, ensuring that you always have a healer, a close-quarter combatant and a magic-user to hand.

Version 2 promises to deliver the same, team-based gameplay while roaming stunning locations, slaying ridiculously huge monsters and solving puzzles. Co-operating and discussing tactics with your team-mates is essential – and you needn't worry about any potential language barriers because, thanks to Sega's universal language system, the game allows you to communicate through icons.

The Gamecube version should look even better than its Dreamcast counterpart *and* there'll be a four-player split-screen mode thrown in for good measure. We just can't wait.

CELEB SPOTTING

We spent hours pointing and staring as famous Nintendo faces weaved their way through the E3 crowds. Shigsy himself put in a brief appearance, as did Chris and Tim Stamper – head honchos at Rare – and Julian Eggebrecht, the genius behind *Star Wars: Rogue Leader.* By far the best celebrity to appear on the stand, though, was Gary Coleman – older folk may remember that he played Arnold 'Whatchu talkin' about?' Jackson in hit '80s comedy Diff'rent Strokes.



MULTIPLAYER MANIA

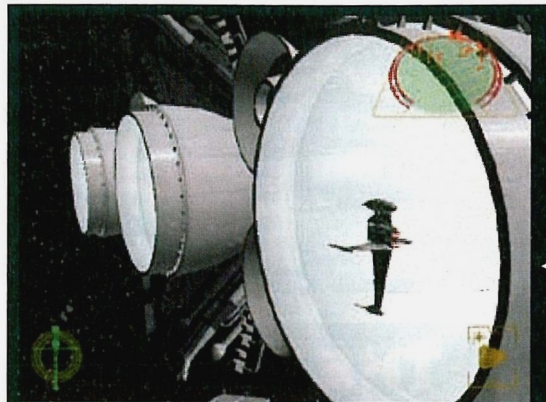
Many of the Gamecubes at E3 had two or more joypads plugged in, allowing folk to battle each other on *Smash Bros*, or race for victory on *Wave Race*. *Smash Bros* is as utterly addictive with two, three or four players as its N64 daddy, and the increased range of power-ups and weapons – including a mammoth shoulder-mounted cannon that even Samus struggles to hold steady – makes for some brutal play.

Fancy GBA wallets? They were everywhere at E3 – and you can win yourself one over on page 51.



GO! GO!





Looks good, doesn't it? When you get up close and see how much detail there is on this Star Destroyer, you'll realise just how powerful Gamecube is compared to PS2 and even Xbox.

Use the C-stick to have a look around your cockpit.

Round the back of that big ship. Could this be the best-looking game ever?



Flying over the surface of the Death Star. Lovely.

STAR WARS ROGUE LEADER

From: LucasArts • Factor 5 **Players:** 1 **Out:** November



You'll see crippled ships bounce off the sides of the buildings.

Forget the mixed bag that was *Battle For Naboo*. This is real Star Wars, complete with Luke Skywalker, grubby old X-Wings, TIE Fighters, and scenarios adapted from the original movie. It's going to be fantastic.

Factor 5 have used the full range of Gamecube special effects to produce a game that looks startlingly similar to the film. In fact, the entire original Death Star model has been painstakingly recreated, with every bump and tower in place, and of course that famous trench.

Gameplay enhancements from the previous Star Wars games include the ability to command your wingmen with a quick tap on the D-pad, and clicking the shoulder button all the way down activates craft transformations such as opening and closing your X-wings. The C-stick lets you look around to get the best view of nearby battles, and if you use the interior camera you can have a peek at your craft's instrument panels.

Despite having more enemies on screen than we've ever seen in a shoot-'em-up, the action is fast and smooth. Battles rage in the distance, with squadrons of Rebel and Empire ships engaged in fierce dogfights, but there's never a hint of slowdown. As a demonstration of Gamecube's technical prowess, this is about as good as it gets.

GROUND FORCE

The space-based missions show off *Rogue Leader*'s movie-quality visuals, but things don't look too shabby down on the planet's surface either. On this level the bronze buildings are impressively solid.



TALKING SHOP

Games like ***Rogue Leader*** also appeared in a special area devoted to retailers. Here, shop owners could order Gamecube promotional materials, including posters, dummy game boxes, and even Mario statues, as pictured on the right. Yikes.



GOOD SHOW

No expense was spared attracting attendees to Nintendo's stand. A huge screen danced with images of Ninty's heritage, and situated underneath was one of those Alton Towers-style jumping fountains. Not bad.



Without this, Mark would have been shown the door at E3.

METROID PRIME



From: Retro Studios **Players:** 1 **Out:** 2002



Retro Studios have pulled out all the stops to create an absolute stunner.

The game's intricate textures and lighting effects had show attendees gawping.

Massive creatures threaten our heroine. You'll need all the guns you can muster.

We've been waiting *far* too long for the return of everyone's favourite titanium-plated heroine. But now she's almost here, and gearing up to deliver an all-new Metroid experience.

As you may already have read, *Metroid Prime* will be played through the eyes of Samus herself. But while the new first-person view will deliver plenty of *Perfect Dark*-style blasting action, Retro Studios will also place a great deal of emphasis on adventuring and puzzle-solving.

From what we saw, *Metroid*'s intro was decidedly cyber-punk in flavour, while the game itself boasted detailed textures, real-time lighting, and particle effects to die for. Packing a wide range of nasty looking weapons and plenty of twisted monsters, *Metroid* looks like it'll satisfy hungry fans the world over.



It's another title that effectively shows the power of the Cube.

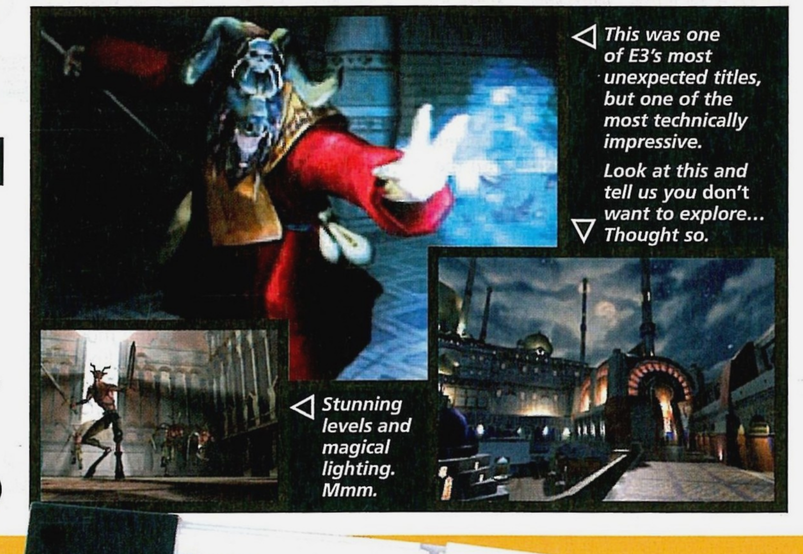
RAVEN BLADE

From: Retro Studios **Players:** 1 **Out:** 2002

Something of a surprise, this one. Straight from the development team behind *Metroid*, *Raven Blade* promises to be an epic RPG adventure, set in a huge land bursting with those all-important beasties.

What really caught our eye – and ear for that matter – was some awesome animation, the incredibly rousing music, plus the acrobatic real-time fight sequences which are modelled directly from martial arts and, combined with RPG-style magic attacks, provide some wonderfully frantic battling opportunities.

The atmosphere is fantastic: dim, candle-lit corridors hide huge fire-breathing dragons; sunlight subtly cascades through stained-glass windows; while the medieval locations themselves, showcasing some impressive architectural details, will have your jaw dropping to the floor as soon as you clap eyes on them. Keep an eye on this…



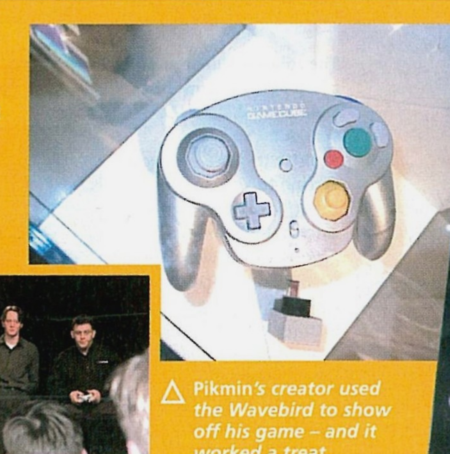
This was one of E3's most unexpected titles, but one of the most technically impressive.

Look at this and tell us you don't want to explore… Thought so.

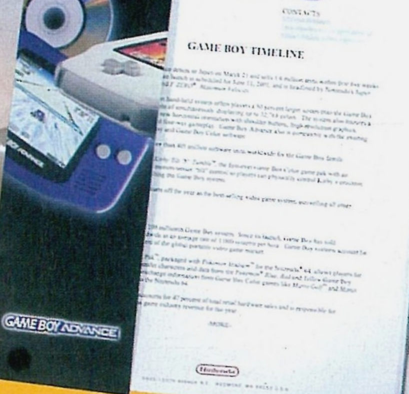
Stunning levels and magical lighting. Mmm.

WAVEBIRD

Gamecube's groundbreaking wireless controller, first seen at Spaceworld, appeared in a finalised form at E3. It's identical to the normal joypad, save for an on/off switch and a GBA-style battery light. The Wavebird communicates with the GC via a small grey box that plugs into the joypad port, and works at a distance of up to 30 metres – although wary Shigsy claimed it was only 15m, "just to be safe".



Pikmin's creator used the Wavebird to show off his game – and it worked a treat.

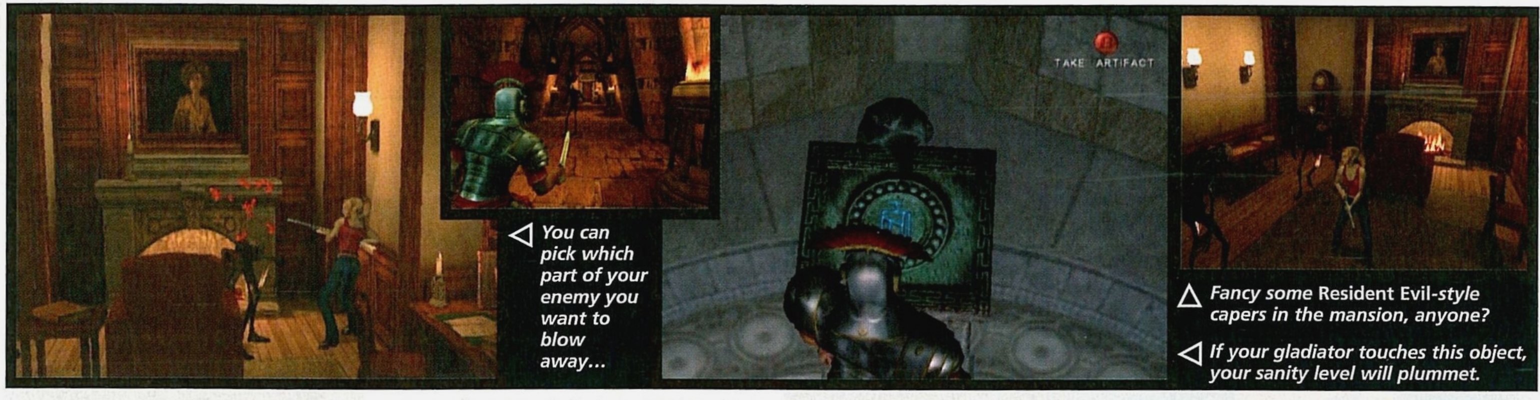




GO! GO!



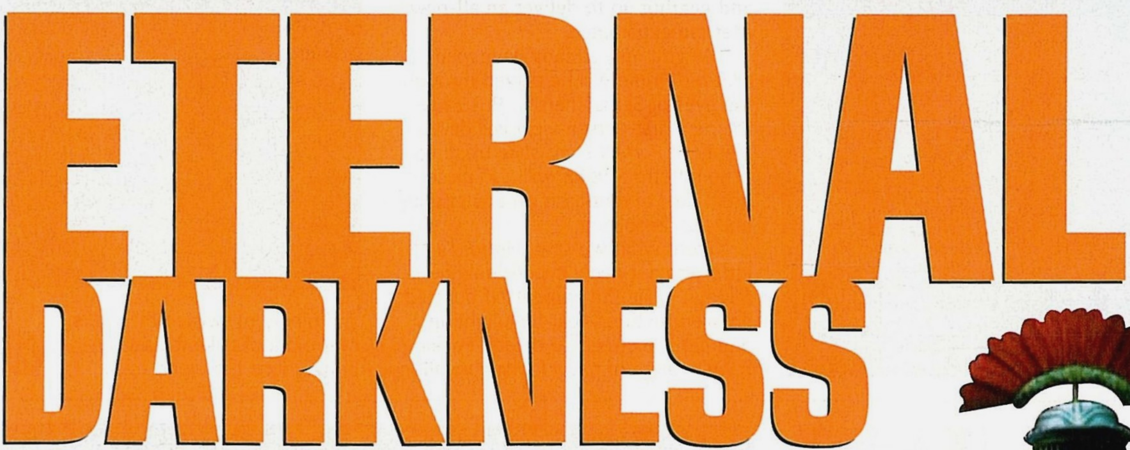




You can pick which part of your enemy you want to blow away...

Fancy some Resident Evil-style capers in the mansion, anyone?

If your gladiator touches this object, your sanity level will plummet.



ETERNAL DARKNESS

From: Nintendo • Silicon Knights **Players:** 1 **Out:** November

At last year's E3 we played *Eternal Darkness* on the N64. This year it's on Gamecube, and thanks to the extra 12 months of development it's looking like a superb addition to the GC's launch line-up.

A survival horror game featuring time travel, multiple characters and a 'sanity meter', *ED* was the spookiest and most adult-oriented title on Ninty's stand. The N64 version's pre-rendered backgrounds have been replaced with real-time 3D, which looks far better, and allows the camera to swing around to capture the best shots of the action.

By using the shoulder buttons it's possible to target different body parts on the assorted zombies and monsters that make up your opposition, so you can opt to shoot their heads off for a quick kill, or remove their limbs for a laugh. The blood really does flow here, but if anything is going to ensure it gets an 18 certificate, it's the move in which the gladiator character kneels over a fallen foe and plunges his sword into its chest for a real hands-on kill.

The play owes a lot to *Resi*, albeit with better controls and more extensive psycho-horror plot. Expect a full preview next issue.



SOLID STUFF

The backgrounds look like high-quality pre-renders, like *Onimusha* on PS2. But when you move to the edge of the screen and see the whole thing moving at a perfect 60 frames per second, your jaw will just drop. It's unbelievable!


You can shoot these cuties into all sorts of interesting shapes.


Erstwhile PlayStation mascot Spyro the Dragon is on his way to GC, courtesy of Universal. These are shots of the GBA version.

FOOTY USA

The John Madden series of US football games has been around since the year dot – so it's no surprise to see EA bring a version to Gamecube. *Madden 2002* features astonishingly lifelike players – their faces are particularly realistic – and a unique training mode starring none other than John Madden himself. Expect *Madden 2002* to be done and dusted in time for Gamecube's US and UK launch dates.







△ The trackside objects really add to the sci-fi atmosphere.

△ The motion blur on the engine glow is fantastic.

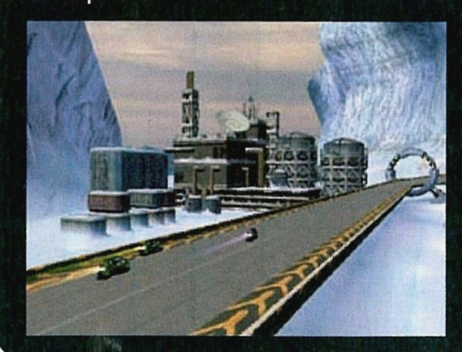
◁ With speed that puts Wipeout to shame, this is looking great.

XG3

From: Acclaim • Acclaim Cheltenham **Players:** 1-4 **Out:** Early 2002

WIDE BOY

Acclaim seem to have taken note of criticisms levelled at the first *Extreme G*. While the AI of the CPU-controlled racers has been upped to create enough of a challenge for seasoned veterans, the tracks are much wider, which makes the game much easier for those who are new to the *XG* experience.



△ These exclusive shots show tracks from the Gamecube version – but Acclaim promise us the actual game will look better than this.

We felt a little dismayed when we saw PlayStation 2 footage of the latest instalment in Acclaim's high-speed racing series, mainly because it looked so fantastic. Thankfully, though, our accusations of treachery hadn't quite reached Acclaim before they announced that the bike racer that started life on the N64 will indeed be making its way to Gamecube. Hurrah!

Acclaim have really gone to town this time around. Just a quick glance at the track designs is enough to have you drooling with excitement. Steady, winding uphill routes give way to near-vertical slopes down the sides of huge mountains, while other courses have your high-octane cyber-bikes powering their way through the stratosphere. There are even *more* insane loops and jumps than before, and the blistering pace – which, believe it or not, has been increased somewhat – is nothing short of spectacular. Acclaim's 'Landscape Animation System' has really brought the surroundings to life.

XG3 offers you a host of features, including 12 super-charged futuristic bikes to choose from, each with alarmingly detailed animation, such as subtle movements in the suspension, air brakes and thrusters. The same visual quality goes for the massive range of overpowered weapons. Picking them up along the way lets you discharge a barrage of pyrotechnic special effects in the direction of any unfortunate opponents who happen to be blocking the road ahead.

It doesn't take a genius to figure out that this is going to be huge – we'll have more info over the coming months. 

YOHO! AHOY!

Galleon is what the people behind *Tomb Raider* did next – and after it lands on XBox, it'll be winging its way over to our favourite next-gen console thanks to the folk at Interplay and Confounding Factor. A swashbuckling third-person adventure with six huge island levels, *Galleon* has plenty in common with Lara's adventures – puzzles to solve, baddies to gun down, etc. Just don't expect to see it on GC before 2002.

△ XBox version looks good, doesn't it? On Gamecube, it'll be better.



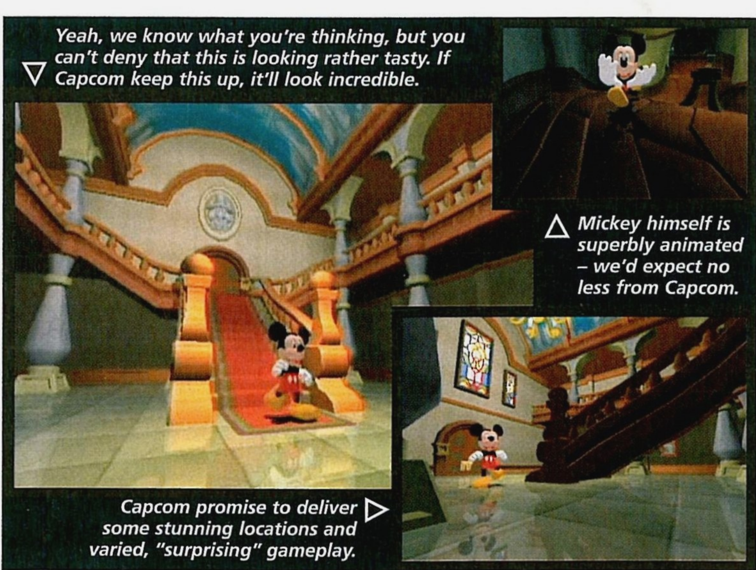
Ang Lee's ass-kicking Academy Award winner will be on GC. ▷

ANIMAL MAGIC

It's little more than an announcement at this stage, but the Gamecube game based on the staggering martial arts flick, Crouching Tiger, Hidden Dragon, should do the movie ample justice. There's the opportunity for level after level of fast-paced combat, and GC's lifelike visuals will allow Chow Yun-Fat and co. to be recreated in perfect detail. Whether the movie's stars will add their voices to the game isn't yet clear – we'll have more soon.





Yeah, we know what you're thinking, but you can't deny that this is looking rather tasty. If Capcom keep this up, it'll look incredible.

Mickey himself is superbly animated – we'd expect no less from Capcom.

Capcom promise to deliver some stunning locations and varied, "surprising" gameplay.

MICKEY MOUSE

From: Capcom **Players:** 1 **Out:** 2002

The mouse with the shrillest voice to ever emanate from your telly, Disney-licensing his way into another platformer? It was bound to happen, but we have to admit that this is looking very nice indeed.

We know very little about the game at the moment – Nintendo's press release handily informed us that it's a "must-have" product, "filled with surprises". Useful, that. Whatever, you can bet your gold-buttoned breeches that it'll involve leaping from platform to platform in beautifully rendered environments looking for items in order help one of the rodent's terror-stricken chums. (Or something like that, anyway.) Still, despite the game's inevitable content, with Capcom at the helm a high-quality title is almost certainly assured.

UNIVERSAL STUDIOS

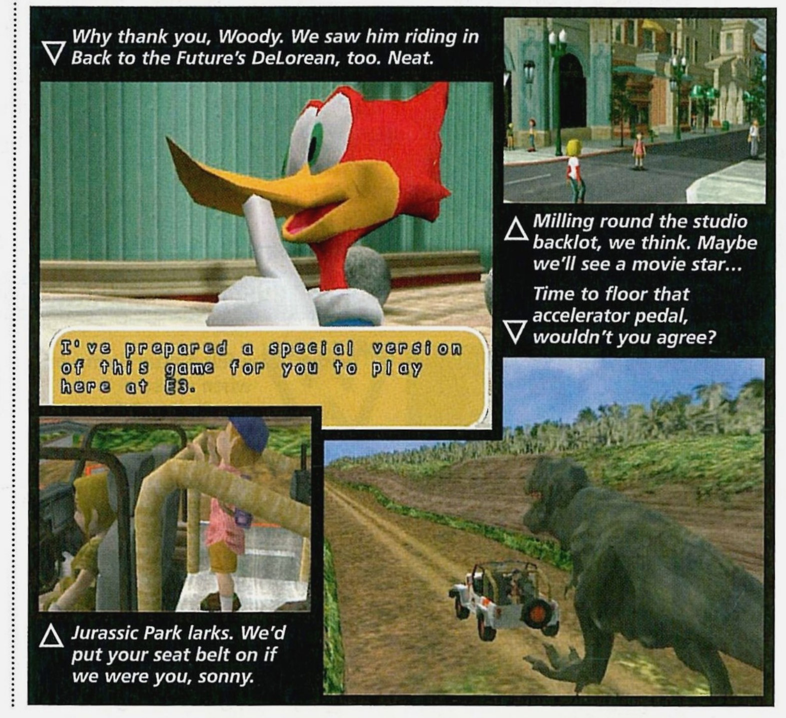
From: Kemco **Players:** TBA **Out:** November

Again, there's not much to say about this at the moment. The game was running in real-time at the show, on Gamecube hardware, but it wasn't playable.

It appears to be based on the Universal Studios tour, with sections featuring Jurassic Park and Back to the Future, and what appears to be Woody Woodpecker.

The game's clearly aimed at a younger audience, with simple but colourful graphics, and Jurassic Park dinosaurs that look a whole lot less scary than their movie counterparts.

Kemco – the folk behind *Top Gear Rally 2* on N64 – hope it will be ready for Gamecube's US launch on 5th November. We'll have more news on this and Kemco's other GC title, *Batman: Dark Tomorrow*, next month.



Why thank you, Woody. We saw him riding in Back to the Future's DeLorean, too. Neat.

Milling round the studio backlot, we think. Maybe we'll see a movie star...

Time to floor that accelerator pedal, wouldn't you agree?

Jurassic Park larks. We'd put your seat belt on if we were you, sonny.



VROOM!

Mario Kart on Gamecube? Ooh, yes. It was obvious from the hastily-thrown together demo shown at E3 that development of *Mario Kart Gamecube* hasn't even begun, yet – but when it does, you can bet on some kind of groundbreaking link-up to the GBA version. We. Can't. Wait.



The very first glimpse of Mario Kart on GC. Please let it arrive soon.



RASSLE!

It's only gossip at the mo, but we'd gobble our hats if THQ didn't bring at least one WWF game to the Gamecube. More news next month, THQ willing.



▽ *The arenas look noticeably different and there's even the option to take the play outside.*

△ *We love the way you can see the players' reflections in the court's shiny floor.*

◁ *The animation of the players is better than anything we've ever seen.*

NBA COURTSIDE 2002



△ *You can't see it but the detail in the player's faces is superb.*

From: Nintendo • Left Field **Players:** 1-4 **Out:** November

N*BA Courtside* is back, apparently without Kobe Bryant's personal endorsement, but with plenty of new moves, some new game modes, and – most noticeably – a huge improvement to the graphics.

The players are reflected in the shiny courts, and an accurate physics model means you can see how the ball is rotating and watch it take a dodgy bounce if there's a lot of spin on it.

Travelling to different arenas really makes a difference to the way the game looks, because the particular lighting used on each court has been reproduced here. The quality of the player animation and background graphics is excellent.

A brand new arcade mode lets you play one-on-one street games, rather like EA's NBA titles, plus there's a much greater degree of control for creating custom jukes and dribbles. Basketball fans will be drooling over this one.

WIN! A SHEDLOAD OF GAMECUBE GOODIES!

The things we do for you. Not only did we bag a ton of brilliant Gamecube-related goodness at E3, we also managed to dislocate our shoulders carrying it all back, *and* sneak it past the searing stares of Her Majesty's Custom Officers at Heathrow Airport. Now we're willing to hand it all – the limited edition Gamecube satchel, the squeezy rubber GC, the Pokémon toys, the GBA poster, the video packed with Gamecube footage – over to you.

So, for your chance to make the eyes of your friends glow green with envy, simply answer this simple question – the answer to which is hidden somewhere within our 20 pages of Gamecube coverage:

Which game was demonstrated at E3 using the Wavebird controller?

Scribble the answer on a postcard and send it off to:
E3 by gum! **N64** Magazine,
Future Publishing,
30 Monmouth St, Bath, BA1 2BW.
Closing date for entries is 12 July 2001.
Best of luck to you.



SO NEO AND NOT SO FAR

New Pokémon cards spell good news for collectors.

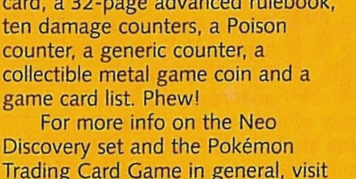
Those Wizards of the Coast have magicked up another winning idea for Pokémon Trading Card collectors. Following hot on the heels of the Neo Genesis expansion set – which introduced all-new Pokémon, new expert level rules and new types of Tool cards – is Neo Discovery. Discovery sees the trading card debut of the mysterious Unown Pokémon – the crazy creatures that resemble letters of the alphabet.

The new expansion set also features 17 all-new holofoil cards – including Darkness and Metal Pokémon, introduced in the *Gold* and *Silver* Game Boy titles. But where would a Pokémon be without its energy? So these newcomers also have new corresponding Energy cards. Pokémon Tools are special Trainer cards that players attach to their Pokémon to affect the game in many different ways. Basically, the Neo Discovery set gives Pokémon trainers the opportunity to develop brand new decks and strategies – while adding an extra level of excitement to the wildly popular game.

Since Pokémon Trading Card fever started in 1999, the game has been played by more than six million children worldwide – from Asia to North America, Latin America and Europe. And it's now more popular than ever.

The Neo Discovery set should have just reached store shelves by the time you read this. Individually wrapped booster packs (RRP: £2.49) contain 11 randomly inserted game cards with which to customise your own game deck, while there are also two theme decks on offer: Brain Wave and Wallop. Each of these pre-constructed decks (RRP: £7.25) contains 60 cards, a holofoil premium card, a 32-page advanced rulebook, ten damage counters, a Poison counter, a generic counter, a collectible metal game coin and a game card list. Phew!

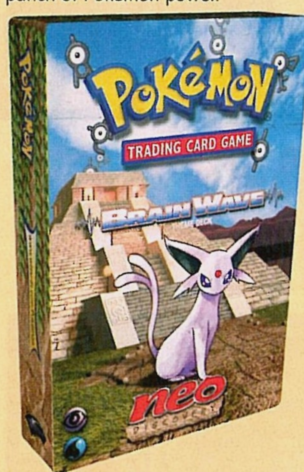
For more info on the Neo Discovery set and the Pokémon Trading Card Game in general, visit the Wizards of the Coast website at www.wizards.com/Pokemon, or call 01628 786900.



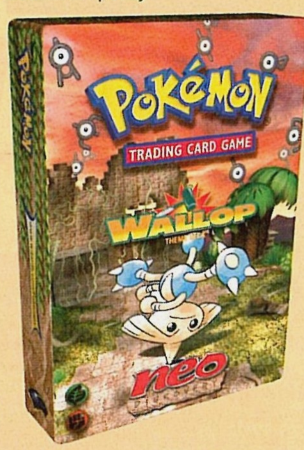
DECKED OUT



If you're a Pokémon Trading Card Game beginner, the Neo Discovery range includes two new theme decks to get you started – Brain Wave and Wallop – which each pack a one-two punch of Pokémon power.



Brain Wave is a mixture of Psychic and Water cards. Featured Pokémon include Eevee's latest evolution, Espeon, and those weird Unown creatures. Spooky!



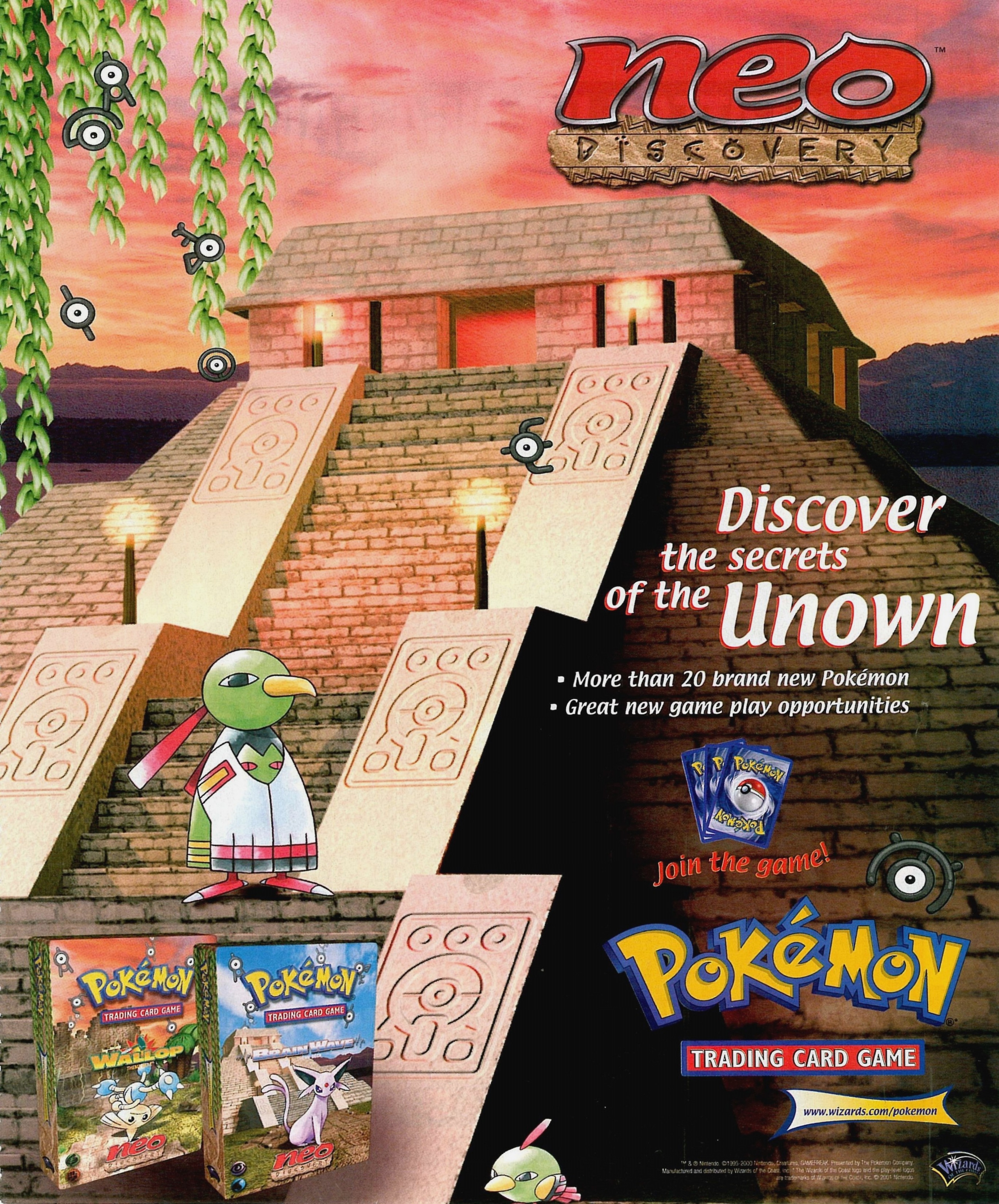
The Wallop theme deck is so called because it's made up of well 'ard Grass and Fighting Pokémon, like Hitmontop and Tyrogue.



UNOWN QUANTITY

Neo Discovery is the only Pokémon Trading Card series so far to include the new Unown creatures, introduced in *Pokémon Gold* and *Silver*. There are 26 of the little blighters – one for every letter of the alphabet. Can you catch 'em all?





neo™
DISCOVERY
Discover the secrets of the Unown
• More than 20 brand new Pokémon
• Great new game play opportunities
Join the game!
POKéMON
TRADING CARD GAME
www.wizards.com/pokemon
POKéMON TRADING CARD GAME
WALLOP
neo
POKéMON TRADING CARD GAME
BRAIN WAVE
neo
Wizards of the Coast



N64 MAGAZINE ARENA

EXCITEBIKE 64

At long last, Left Field's top-notch motocross racer hits British shores. Find out why we love it...





GO TO PAGE 56



The games they're playing in America and Japan.

ANIMAL FOREST





Fresh from Japan: Shigsy's brand new 'communication game'. But is it worth talking about?

GO TO PAGE 60

DR MARIO 64

Is the white-coated plumber's pill-based puzzler just what the doctor ordered?







EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...



INFO BURST

METROID 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	20 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?



April | May | Nov

COST: £40

THE INFO BURST

Look for this on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller and Expansion Paks. Also, we'll tell you whether it works with the new Transfer Pak, when it's on sale, and how much it costs.



N64 PASSPORT COMPATIBLE

CODE E93D0054-003F

You can play this on your UK machine with a convertor cartridge. v3 only

Can't wait for a UK release?

Look out for this logo which tells you if you can play an import game on your UK machine using a Passport convertor, along with the code you'll need (if one's necessary). CA Games (**0141 334 3901**) should be able to help with all your import – and UK – N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS

What does the game do with the N64's stunning graphical power?

SOUNDS

How good are the game's sound effects and music?

MASTERY

How well does the game make use of the N64 and its incredible hardware?

LIFESPAN

Will the game last you for months or a matter of hours?

VERDICT

An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses

+ Amazing levels.

– Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/76, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS

8 SOUNDS

8 MASTERY

7 LIFESPAN

VERDICT



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.



85% and above
*Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge.*

84% - 70%
If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

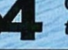
69% - 50%
Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.

49% - 20%
Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% - 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

Our pitiful language skills meant we hardly understood a word of Animal Forest, but we were determined to get into Shigsy's latest as much as possible. So we jumped aboard a train and headed off to the woods...





ANDREA BALL
Within seconds of arriving, Andrea was accepting 'insurance payments' against Stick™-related 'accidents'...
GAME OF THE MONTH
Excitebike 64



JUD WEBB
Sulking because we came to the forest by train rather than car, Jud stayed indoors and tried to stare out a trout.
GAME OF THE MONTH
Animal Forest



MARK GREEN
Mark ended up at a poorly-lit house party. Only after four hours did we tell him he was trying to chat up a cactus.
GAME OF THE MONTH
Animal Forest



DARK MARK
DM's Anne Robinson impression went down a storm at the talent show. Expect him in panto soon.
GAME OF THE MONTH
Dr Mario 64



GERAINT EVANS
We tried to leave Geraint on the train, but our plan backfired when we realised he was 'looking after' our wallets.
GAME OF THE MONTH
Animal Forest



PAUL EDWARDS
"Hey guys," said Paul, "this forest is gnarly, but where are the radical waves you promised me?" Er, we lied. Sorry.
GAME OF THE MONTH
Excitebike 64



ALAN MADDRELL
Alan overslept, missing the train back to reality. His flying monkey should be picking him up soon, though.
GAME OF THE MONTH
Jam Doughnuts 64



STEVE JALIM
"Patrick Moore rocks!" said fellow xlyophonist Steve. We bet he doesn't need to stand on a crate to play it, though, shorty.
GAME OF THE MONTH
Excitebike 64

PREVIOUSLY IN N64 We first reviewed *Excitebike 64* back in **N64**/43 – but it's been delayed for so long, we're doing it again.

The first corner always causes casualties. Sigh.

The original Excitebike in 3D. It's great.

Looks like scraped knees, then.

The stunt arena is a great place to try your tricks. One, two, three – yahoo!

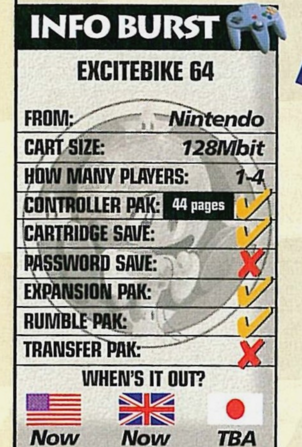
Sarah's human pyramid didn't impress anyone at all.

Ooh, pretty. That water is fairly convincing. Won't go there though...

We'd be embarrassed to make such cheesy comments for our biogs.

EXCITEB

Motocross comes right out of Left Field.



INFO BURST

EXCITEBIKE 64

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	44 pages ✓
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £45

Making a racer is something of a benchmark by which developers can be judged. It's very easy to just knock up a naff job and rush it out.

So when second-party Nintendo developers Left Field came a-knockin' at our door with *Excitebike 64*, we were keen to see what the new boys on the motorsports block could rustle up. They're the crew behind Gamecube's sequel to *1080°* (more on that in our mammoth GC feature starting on page 32), so they must at least be trustworthy.

We initially had a gander under *Excitebike*'s dirty wheel-arches a long time ago – reviewing it back in issue 43. But due to the idiosyncrasies of Ninty's ever-changing UK release list, we're now compelled to give you the run-down again, as it will finally be in the shops by the time you read this. Hey, ho. Looks like we'll just have to play one of the N64's finest racers all over again. A darn shame, that...

N64 MAGAZINE STAR GAME



Realistic, don't you think?

It all gets silly when the footie kicks off.



EDIT THIS!

Flexing our creative fingers, we get busy with Excitebike's track editor...

1 Let's design a circuit to flummox the foe, eh? You start with a smallish blank grid. An indoor one only, mind.

2 A straight here, a hairpin there. It's alright, but you can't do anything magnificent.

3 What's that? Design our own track piece, you say? Oh. Turns out you can only construct bobbles. Still, we'll give it a whirl.

4 We've made it all link up, which is nice. Now let's change the surface to something more fun. There – all done, we reckon.

5 Let's try this monkey out, then. A-ha! The CPU riders are having some difficulties...

6 And here's us cruising to victory. Some would say that we had an unfair advantage – all lies.

Spot the biker. Only we've fallen off the blimmin' track. D'oh!

Even after all this time, the NES EB plays like a bit of a dream...

You can actually leave the tracks, which is nice.

Chuntering about in the desert is more fun than it is healthy.

Nice stats, shame about those yellow leathers. Get changed!

LET'S ROCK!
Like its Nintendo-published stablemate *F-Zero X*, the soundtrack is decidedly 'rawk'. Each track has its signature guitar anthem, and although the sound quality is only fairly decent, the standard of the score is generally quite pleasing. More importantly, it suits the macho pursuit of motocross down to the furrowed ground.

IKE 64

BE CLEVER

What really separates *Excitebike* from the rest is the extent to which you have to *think* to be a top racer. Holding A and Z (your turbo) and yanking the analogue won't guarantee results, since at the very least you'll have to manage the use of said turbocharger to avoid overheating. Often you'll face a series of bumps which will require careful judgement of speed, so that you land on the downslope of one jump, placed to fly off the next. Or of course you could just go too fast and fly out of the course. Your choice, really.

Bumpy, bumpy. Tricky, this.

Another clear victory for our man. Nice.

Now try to stop dead on the camp fire. Not too easy.



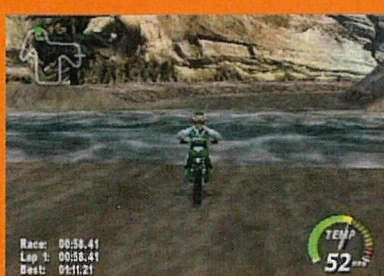
JUST DESERT
Hurtling around the desert in pursuit of checkpoints is a great idea (they even made a shoddy PS2 game around it), and it reaches its honourable zenith in *Excitebike*'s Desert extra track. It's hard to stop dead on the fires, but it really feels like you're speeding across the desert. Lovely.

EIGHTY MPH AROUND THE WORLD

Explore, and you'll find some amazing stuff...

Mountain Quarry

Quite often you'll find yourself with rivers to cross. Deep ones are to be avoided. You can make it through shallow flows, but they will slow you down.



Canyon Chasm

Here's the biggest jump the world has ever seen. First time you meet it, you're guaranteed to come a cropper. You'll need every ounce of turbo to make it.



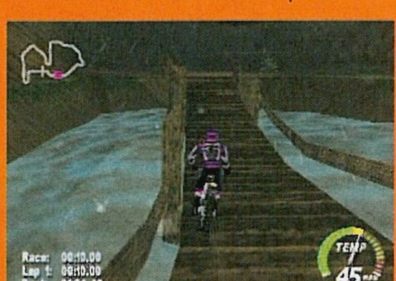
Construction Yard

Here you can either duck under this truck or squeeze around it. We prefer the ducking, which your rider does automatically. Quite a surprise, all told.



Rainforest Run

The forest is host to mud, rain, lightning and other treats to hamper your racing. What raised the most smiles amid all this was the sound of a distant elephant.



Goldmine Rush

The shortcuts are never clearer than when you are presented with a little pathway begging to be explored. Turbo up the ramp and fly over yonder church!



Blizzard Blitz

The final track rewards you with slippery snow to have 'fun' with. The best bit has to be where you slide around a huge ice-rink affair. Nice.



Remember back when you used to pine for *Zelda*, *Perfect Dark* and *Smash Bros*? Do you remember cursing the day Nintendo ever thought of delaying one of their games? So it is with *Excitebike 64*. Over the pond in the States and down under in Australia, Ninty fans have been enjoying Left Field's top-notch motocross racer for a long while, and now – after a delay of getting on 24 years – it's the UK's chance.

Excitebike began life back in the '80s as one of the first NES games, and saw you racing in four lanes, sideways across a variety of jumps and bobbly bits. Top stuff. Semi-realistic yet thrilling handling is what made that game – and this 3D update does the same thing all over again.

After the lacklustre efforts of *Jeremy McGrath* and *Supercross 2000*, we now have an intelligent racer that's as close as you can get to *Wave Race* on filthy dirt tracks. There's the same amount of variation in the bumpiness of the surfaces, the same meaty, chunky physics and the same swearingly difficult stuntery. And there's nothing wrong with a bit of that. It's hard to imagine a more faithful translation of the epic, high-flying battles you can catch on late-night/early-morning Channel 5.

Wisely, Left Field have also injected a dose of more arcadey elements, such as sideswiping your opponents, jumping trucks and taking white-knuckle shortcuts. The scenery whizzes past smoothly – though you'd be forgiven for taking a moment to slow down and enjoy its sheer beauty – and even without an Expansion Pak there are few of the shoddy let-downs, such as pop-up, fade-in or occasional juddering, that characterise some more amateurish racers.

Everything's decidedly intuitive, too, from the essential turbo control to leaning your two-wheeler sideways in mid-air as you prepare to land into a turn. Thankfully, pulling stunts is only occasionally necessary – half the battle is managing to carry out your trick in time to land on your wheels, rather than your face. Stunts, though, aren't the only amusing extra on offer – retro enthusiasts will be thrilled to unlock the original NES *Excitebike* on completion of the training session, and there's an ace 3D rendering of one of the original courses to open up, too. For those sillier moments, an oversized and seriously challenging game of footie is also waiting in the wings.



The scenery whizzes past – though you'd be forgiven for slowing down to enjoy its beauty...

We've seen racers seriously hampered by a disappointing multiplayer in the past (vertical split-screen, anyone?), but Left Field haven't let us down. Neither the graphics nor the frame rate suffer significantly, and the races are a

The multiplayer doesn't let the rest down a jot.

Last one to the top needs stabilisers!

Make your own series? Okay then.

Tilting in mid-air has got to be the best bit of taking to the skies. This landing might be painful, though.

Just get up and pretend it never happened, sonny.

Thanks, Tutorial mode! It's quite handy, you know.

With lovely visuals like that there's no cause for shame. Nice work, Left Field!

Ooh, multiplayer night racing. That seems like fun. Bit dangerous though, so don't come crying to us if you tumble.

The track editor is simple to use, and quite good fun for a while.

surprisingly playable alternative to the solo mode. No finer fun can be had on this earth than a quick spot of four-player motorcycle football, with your chums hurtling into the wall every few seconds.

With more prime tracks on offer than your average Ibiza compilation, plus a tasty mirror mode, it's hard to think of any area where *Excitebike* puts its foot wrong. The unforgiving physics won't be to the tastes of some, who'll find the oversteer and mud-sliding too tricky to 'pick up and play' – but that's why there's a training mode to ease you into the speed calculations and hard turns necessary for success. If there's one niggle, it's with the optional hi-res mode, which squishes the screen into a letterbox shape and causes the game to jerk horribly. But then, nobody's forcing you to use it, are they?

Once again, Nintendo and their flock show they know how to make the world's best racers. What distinguishes *Excitebike* from the pack is its sublime handling, super-intelligent track design and balanced gameplay. It might not be as fast as *F-Zero X*, but that's hardly an issue when you're leaping over a church, about to land on George 'Duke' York's helmeted head. It's about as good as its type of racer can get without straying into *Mario Kart*'s brightly-coloured kingdom.

We'd hazard a guess that *Excitebike 64*'s release was delayed so heavily in order to spread Nintendo's titles out over the course of the year. Which is something of a shame, really, as it means that only *now* does the UK get to enjoy one of the finest racers ever to grace the nation's screens. Get it in.

ALAN MADDRELL

N64 STAR GAME

pluses & minuses

+
- *Wave Race* on land!
- Extra modes to die for.
- Ingenious controls.

−
- Hi-res mode? Schmi-schmes schmode.
- Limited track editor.
- More delays than a 125.

If you like this...

Wave Race 64
Nintendo
N64/2, 90%
The original, and still the best, real-physics racer.



9 VISUALS
In lo-res with an Expansion Pak, it's simply stunning.

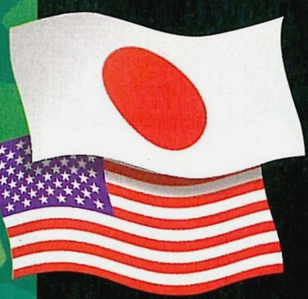
8 SOUNDS
Good commentary and tunes, but so-so bike whining.

9 MASTERY
Hugely intuitive. It's a lesson in good game design.

9 LIFESPAN
It'll task you for a while, plus there are bonuses, the multiplayer...

VERDICT
Excitebike is up there with best racers money can buy. Gorgeous handling topped with crunchy track design. Yum.





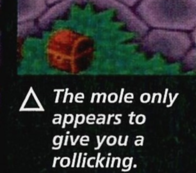
The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

PREVIOUSLY IN N64 Check last month's Future Look for our first impressions of *Animal Forest*.



△ *Thankfully, managing your items is relatively simple.*

You can even enter other animals' houses at your leisure. ▷



△ *The mole only appears to give you a rollicking.*



◁ *One of the newest animals in the forest. He seems a little shy.*



△ *Go to the post office if you want to send presents.*

◁ *We think this expression indicates laughter…*

N64 PASSPORT COMPATIBLE
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge.

ANIMAL FOREST

IMPORT ARENA

INFO BURST

ANIMAL FOREST	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	20 pages ✓
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Now

COST: ¥6,800 (approx £39)

It's good to talk.

Ever since its surprise announcement at Nintendo's Spaceworld show last year we've been keeping a keen eye on this one. With good reason, too, because *Animal Forest* is Shigeru Miyamoto's much hyped 'communication game'. And, as you'd expect from Shigsy, it's a bit different – the emphasis lies on talking, forming friendships and interacting with the other characters – and it delivers a gaming experience like no other.

It's certainly one of the strangest titles we've ever had the pleasure of playing, so take a deep breath and prepare yourself for guitar-playing dogs, fancy dress and purple peacock-tailed aardvarks: it's the wonderfully surreal community of Animal Forest…



△ *Bah! Once the ball's in the river, all you can do is watch it wind its way to the open sea.*

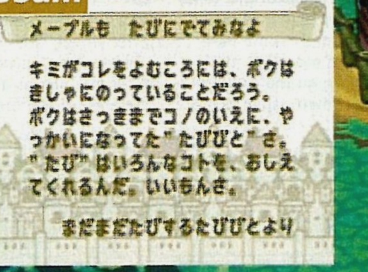
A DAY IN THE LIFE

After settling down in his new home, our cheeky alter ego sets off for a day out and about in Animal Forest.

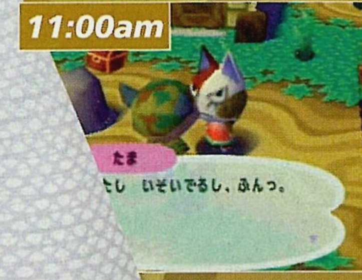


9:30am
Just what I need first thing in the morning, an angry mole waving a pickaxe in my face. I guess the dude's had too much coffee. Um, "Bye, mate!"

10:32am
Let's meet the neighbours then, shall we? "Hello. What's that you say...? My blood type...? Um, lemme guess, you're the village weirdo, right?"

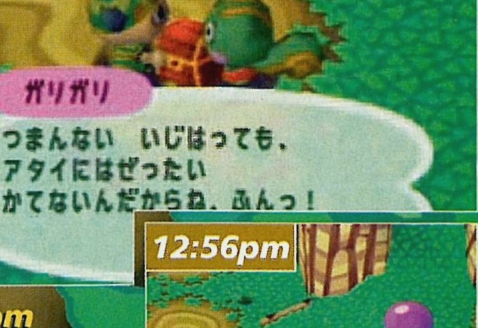


10:35am
She's showing me a letter now. Could be important this... maybe she's after a donation. "Er, how-you-say, um... er... Oh, forget it." (Sigh.)



11:00am
Oh great, she's in a right old strop. Guess her mate told her I wouldn't give her my kidney or whatever it was she was after.

11:15am
Now this is more like it. A shiny red chest of clothes from a cheery green beaver. Ah, at least there's one friendly animal round here.



12:56pm
No sooner do I put on my sparkly new threads than *another* prezzie floats past on a balloon. I'm starting to like this place. A lot.

1:03pm
After five minutes of chasing the flying gift box, it floats out to sea. Oh well, maybe I'll find something else...



3:47pm
Bingo! I guess money *does* grow on trees. After a few shakes, a whopping bag of cash falls from the leaves. I'll be rich in no time.



4:25pm
The face says it all, really! After shaking my thirteenth tree and accumulating a healthy wad of notes, I get attacked by a swarm of bees. Typical. Just my luck.





4:26pm
Great. My second day here and I've been threatened with a pickaxe, picked on by what seems to be the village blood-sucker, and now I look like a freak.

7:30pm
Sympathy is out of the question round these parts. After scaring the female population with my ugly face, it's probably better to lie low for a while.

10:50pm
Ah well, under cover of darkness I suppose I can't scare anyone to death. I'd go to bed if I actually had one... Still, there's always tomorrow, eh?

FAMILY MATTERS
When Shigsy began work on *Animal Forest*, he wanted to create a game that the whole family could enjoy. There are four save slots on the cart, and the idea is that Mum, Dad and the kids all take turns to play the game, exploring the forest, passing messages and sending presents to each other. Ahh.

GO! GO!



SUITS YOU, SIR

You're not limited to one little outfit in *Animal Forest*. As your cutesy character wanders around, he stumbles across piles of discarded clothing lying on the ground, and sometimes he gets given new togs as a present by the other characters. He can also buy clothes with money he's collected. The outfits are all of a similar style, but there are lots of different colours to collect to suit the changing seasons. We reckon wearing a particular outfit affects how the other characters react to you, but we can't be sure of that at the moment.





SEALED WITH A KISS

One of *Animal Forest*'s most intriguing aspects has to be the letter-writing function. Watch as we try to suss it out...



1 First of all you'll need to find some letter paper. There is normally some here each morning, just lying on the ground in a brown paper bag.



2 Now all you need to do is write the note with the handy letter wheel, then address it to a member of your family or a character in the forest.



3 Attach the item that you wish to give as a present – in this case a scabby, mouldy old bone we found on the beach. Mark will love it.



4 Now head for the post office and hand it to the kind duck-lady behind the counter. It should take about a day to get through the post.



5 Now wait for another member of your family to take over the game. Here we see Mark 'Monkey' open his mailbox. Hope he likes bones!



6 And voilà! A freshly delivered, um, er, love letter to Mark – the prezzie has failed to arrive, though. Why? We just don't know. Ah well.



Weird dancing oddities are everywhere. Just don't ask us to explain why.



With winter approaching, you're treated to some of the best scenery ever.

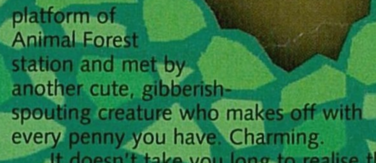
Unfortunately, we'll never know what she's asking...

This blue cat is the first friendly face you'll meet when you start out.



Sometimes you can even see the moon's reflection.

After saving, you're wished well by this little kitty. We think.





Playing on railway tracks is certainly not advised.

Sometimes, the privilege of being able to play the newest Japanese imports can be something of a mixed blessing. We've been playing games for as long as we can remember and, in most cases, we'd like to think that no matter what the language barrier, our videogaming experience would see us through; not so with *Animal Forest*.

You see, Shigsy's latest creation has left us completely stumped and floundering about in a gorgeous game world that we so *desperately* want to be a part of, yet can't fully understand.

Slot in the cart and you find yourself sitting on a train on your way to a new home. Opposite you is perched a blue, cat-like creature who, in true Pingu style, chatters in gibberish while you scroll through reams of Japanese text. You're asked to enter two names: your first name, followed by the name of your family. Unfortunately, we didn't realise this at first, so we ended up being referred to as Geraint 'Monkey' and Mark 'Monkey'. After this brief introduction, you're dumped on the platform of Animal Forest station and met by another cute, gibberish-spouting creature who makes off with every penny you have. Charming.

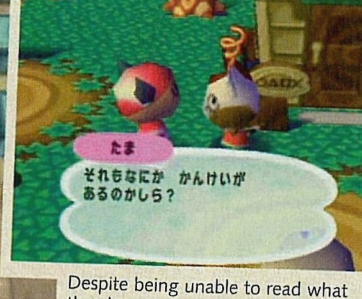
It doesn't take you long to realise that this is going to be something of an uphill struggle. The money the bear ran off with is actually payment for your new home – there are four vacant houses, one for each member of your own, real-life family, although only one of you can play in the forest at any one time. Your small house starts out almost completely empty, with nothing but a stereo in the corner, but a short trip into the surrounding forest soon changes all that, and after just a brief stroll you'll meet loads of kindly folk who give you rugs, tables, clothes and, er, sticks to furnish your home with.

So, what's the point of it all then? Well, it's a 'communication game' and that's basically what you have to do. You roam the forest talking to its inhabitants and, as time goes on, more characters move in, just like you did. The emphasis lies on forming relationships with your family members and the CPU characters. You can send them letters, or talk to them face-to-face, and their facial expressions

VISUALS *It's stunning... Miyamoto has created a simplistic and stylised world which feels very solid.*

EXPRESS YOURSELF





Despite being unable to read what the characters are saying to you, there's more than enough indication of what they think of you. If one of your animal neighbours is pleased with your behaviour, you'll see their faces glow yellow, while flowers cascade from their cheeks. Anger them, and they'll blow steam from the top of their heads and puffs of angry red appear on their faces. Nintendo have incorporated a whole host of symbols that, while you can never be quite sure exactly what they mean, make it clear whether or not you're in favour with the community around you. If you're *still* unsure, just look at their facial expressions.

△ Shake the trees to claim the fruit. You can eat them, too.

▽ As the seasons change in the real world, so do they in-game.





◁ The Animal Forest station. But no trains today, it seems. Ah well.

We think ▷ that those signs show where future houses will be built for new residents.

△ Here you are buying your new home...



Unfortunately, you ▷ can't actually play the instruments...

and the symbols that appear above their heads should help you gauge their reactions to you.

Unfortunately, it's this bit that causes problems for us non-Japanese-speaking folk. No matter how much you play, you never have *any idea* what anyone's actually saying to you. On more than one occasion we've encouraged scowling, steam blowing and fuming red flashes of anger from particular members of the community, only to have them present us with a rug for our house a split second later. Confusing? You bet it is.

So what are we left with? Well, that's the problem: we really don't know. It's a lot of fun, but that's mainly because we were so oblivious to everything going on that *any* progress seemed like a minor miracle.

It's also stunning to look at. Miyamoto has created a simplistic and stylised world which feels very solid. The presentation is superb and the subtleties of the environment really do make you want to be part of the virtual community.

The real-time clock plays a big part in the game. The freshness of the morning gradually gives way to daytime, then a golden dusk and, ultimately, a magical moonlit landscape. Rain showers come and go and seasons pass as each inhabitant goes about their daily business, just like in the real world.

You get to guide your cute little alter ego around the forest, shaking trees for fruit to eat, kicking a football around the beach or catching butterflies. These activities, while hardly productive, slowly integrate your character into the steadily evolving world around them. So, as far as we can tell, there isn't actually *any* particular goal in *Animal Forest* – the pleasure you get from playing comes from simply existing.

Despite *Animal Forest*'s undoubted quality, unless you can read Japanese pretty well, you won't be able to visit Shigsy's world as anything other than a simple tourist. You can look, you can play, but you'll *never* be able to understand what's going on. And that's a shame, because everything that we've seen so far suggests that this is yet *another* example of just why Mr Miyamoto is held in such high regard.

GERAINT EVANS

pluses & minuses

+
- Absolutely beautiful.
- An innovative idea.
- Could go on forever.

–
- A little young for some.
- No real 'goal' as such.

If you like this...

Harvest Moon 64
Natsume
N64/39 (import), 90%
An RPG, agricultural sim and dating game all rolled into one.



ACCESSIBILITY

Even if you spend an inordinate amount of time in it, you'll never *really* understand what's going on. Avoid unless you're fluent in Japanese.

8 VISUALS
Simply divine. The delicate animation and stylised environment warm our hearts. Ahh.

7 SOUNDS
As you'd expect from a Japanese title. Cute music and comical effects.

8 MASTERY
Hardly pushing the N64 to its limits, but the game's merits come from sheer innovation.

9 LIFESPAN
In theory, you could play forever, as long as your family stayed as interested as you.

VERDICT
From what we can tell, this is another ace for Shigsy, but the language barrier prevents us from passing a final judgement.



80%

PREVIOUSLY IN N64 Our most recent peep at the plumber's apothecary-like antics was in **N64**/54.



FOUR-WAY FUN
Actually, 'four-way fun' is a slight exaggeration. Despite being able to draft in some mates to battle against, chances are you'll be so ashamed of what you've bought that you'll never want your friends to clap eyes on it. If you brave the jeers, you'll find a simple four-screen version of the main game, which is fun for a *bit*, but not long.

Changing character makes no difference...

...other than the poorly animated dancing muppets in between the play areas.

Ah yes, Classic mode. Unchanged since 1783 – and it shows.

When there's no room to move, it's very frustrating.

Yippee! You can change stages...

Player four is forced to retire. He'll be the one with the big grin, then.

By the time you get close to the viruses at the bottom, there'll be loads of junk at the top.

DR MA

Mario shows us his PhD in

Oh dear. This is exactly what we hoped *wouldn't* happen at the tail-end of the N64's life. No doubt someone at Nintendo is sitting behind their desk, laughing hysterically at their masterstroke – releasing a rehash of an old NES and SNES game and putting virtually no effort into development. There was no need for *Dr Mario* ever to have been rejigged and re-released, let alone in the twilight years of the N64.

If you missed *Dr Mario* the last time round, consider yourself lucky. Taking its cue from *Tetris* et al, your task is to completely clear a trough – in *Dr Mario's* case, it's a bottle – by arranging pills called Megavitamins into like-coloured lines of four. If this is done correctly, they'll disappear. However, you begin each stage with the play area already littered with nasty viruses of different colours. So, in order to make them vanish, you need to incorporate them into your carefully-constructed strips of four.

MASTERY ***The main problem is that Dr Mario 64 takes a simple premise, then over-complicates it...***

With most puzzlers, this would normally be the point where we might tell you that, despite the basic visuals, it's "hideously addictive", "a right ol' laugh in multiplayer", and makes for a "frantic and compelling" experience. This time, though, we're going to refrain from such unfettered praise – because *Dr Mario* is, in no uncertain terms, cack.

The main problem is that it takes a relatively simple premise, then over-

INFO BURST

DR MARIO 64

FROM:	Nintendo
CART SIZE:	32Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

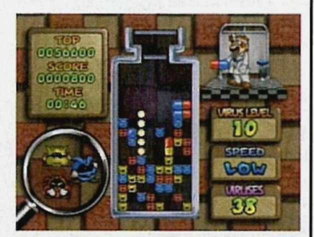
WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $30 (about £21)

MULTI-FLAVOURED TRIPE

Dr Mario has various modes of play. Sadly, they're essentially slightly different ways of tackling the same tiresome game…

CLASSIC	FLASH	MARATHON	SCORE ATTACK
The original and (ahem) best. Just keep going through progressively trickier levels until you get so fed up you cry yourself to sleep…	Pitted against the computer or a human, you're asked to see off the flashing viruses before your opponent. Very frustrating indeed.	The viruses multiply, so you just keep going and going and going – until you want to die. Less of a mode, more a slow form of torture.	You have a set time limit in which to score as many points as possible. There's not much 'point' though, because it's just no fun.
			

The ghost shape under the pill helps with placement.

Chances are you'll need to pay your mates to play this.

A well clogged bottle is an all too familiar sight.

RIO 64

Abject Tedium.

complicates it to the point where it loses its instinctiveness. Each pill you're thrown is made up of two colours, and, for the most part, you'll be in a position where only half the pill's colouration is useful. As a result, by the time you're down to just a few viruses in your bottle, they'll be buried underneath a kaleidoscope of leftover pill pieces. The only way around this is to restart the level and hope that next time you'll get lucky – hardly the most exhilarating exercise of all time.

The new 'features' do little to redeem *Dr Mario 64*, either. Granted, the four-player mode offers some level of fun, but nothing which hasn't been executed to the same degree of finesse in the likes of *Bust-a-Move* (**N64**/17, 82%). The only addition of any note is the imaginatively-titled 'Flash' mode, where your task is simply to kill only the flashing viruses found in your bottle. In essence, then, exactly the same as the rest of the game.

So, is that it? Yup. That's *Dr Mario 64*. The developers haven't even attempted to dress it all up with exciting animations or special effects. It's a pretty dismal package, all told, whose only purpose is to flesh out Nintendo's ever-dwindling release list. A complete waste of your – and our – time.

GERAINT EVANS

N64 PASSPORT COMPATIBLE
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge. v3 only

SITTING COMFORTABLY?



Another vain attempt by Nintendo to dress mutton as lamb comes in the form of the laughable Story mode. Apparently, Mario has packed in the plumbing game and been working his fingers to the bone curing the land's inhabitants of the dreaded flu. Thanks to the liberal distribution of his 'Megavitamins', Dr Mario seems to be on top of things – until, that is, Wario and the nasty Dr Sceienstein arrive on the scene. It's now up to you to play the same tedious trash as seen in all the other modes, but this time against different CPU characters. Yawn. Time for bed, wethinks.

pluses & minuses

+
- Four-player mode is fairly good fun.

–
- Visually bland.
- Awful music.
- Unimaginative modes.
- Not addictive.
- Wretched game rules.

If you like this...

Pokémon Puzzle League
Nintendo
N64/52, 89%
Bursting with options and play modes, this is by far the better choice.



5 VISUALS
Poorly presented throughout, with dire animation and bland effects.

3 SOUNDS
Sounds like someone's mum let loose on a weeny Casio keyboard with boxing gloves.

2 MASTERY
What? The SNES version showed more mastery than this.

3 LIFESPAN
It'll take a day to be sick of it, and you won't find any mates to play with you.

VERDICT
A below-par puzzler that should never have made it into the 21st century. Dull, rushed, and completely without merit. An insult, frankly.

43%



MUSIC

X-ZZIBIT 4150 · ATOMIC KITTEN 4151 · BACKSTREET BOYS 4152 · BAHA MEN 4153 · COLDPLAY 4154 · CRAIG DAVID 4155 · Fatboy Slim 1682 · Dido here with me 4158 · DR.DRE 4159 · dream 4160 · FUN LOVIN' CRIMINALS 4161 · GORILLAZ 4162 · Jakatta 4163 · limp bizkit 4164 · melanie b 4165 · NELLY FURTADO 4166 · OUTKAST 4167 · PAPA ROACH 4168 · toploader 4171 · ARTFUL DODGER 4173

MUSIC

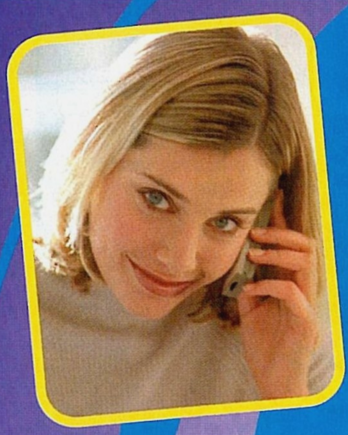
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FOOTBALL

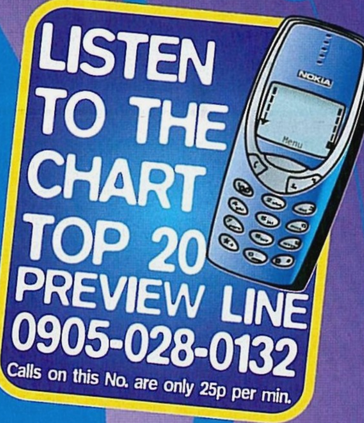
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Nowhere Man 3467
Obladi 3468
Run For Your Life 3470
We Can Work It Out 3469

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Beverly Hills Cop - Axel F 0173
James Bond 0025
Halloween 0065
Indiana Jones 0199
Mission Impossible 0222
Star Wars - Main Theme 0151
Superman 0152
Titanic 0157
The Great Escape 3548

TV Themes
Benny Hill - Yakety Sax 0021
Fawlty Towers 0049
Flintstones 0052
Knightrider 0205
Monty Python 0085
Match Of The Day 0221
Have I Got News For You 0101
Scooby Doo 0128
Simpsons 0132
X-Files 0244

Wrestling
APA 3486
Chyna 3487
Kane 3485
Kurt Angle 3480
Raw 1839
The Rock 1836
Stone Cold Steve Austin 3481
Too Cool 1840
Triple H 3482
Undertaker (New) 3484

Football
Blue Is The Colour - Chelsea 4141
Blue Moon - Manchester City 4130
Fields Of Athenray - Celtic 3547
City Till I Die 3540
Comin Round The Moun.. - Arsenal 4131
Day Dream Believer - Sunderland 4132
Delilah - Stoke City 4133
Glory, Glory - Manchester United 4134
Forever Blowing Bubble - W Ham 4136
Keep Right On Till The. - Bham City 4137
You'll Never Walk Alone - Liverpool 3545
Nay Nay Never - Burnley 4138
Play Up Pompey - Portsmouth 4139
Up The Dale - Rochdale AFC 4142
Z Cars - Everton 3546
Vindaloo - England 3542
When The Saints... - Southampton 3544

Recent Hits
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Burn Baby Burn - Ash 3753
Piano Loco - DJ Luck/MC Neat 3723
Pure And Simple - Hearsay 3729
S**t On You - D12 3722
Seven Days In The Sun - Feeder 3754
I Need You - LeAnn Rimes 3737
Love Be Your Energy - R. Williams 3762
Happiness - Sound De-zign 3756
Shut Up And Forget About It - Dane 3710

Dance
American Dream - Jakatta 3697
Zombienation - Kermkraft 1512
Blue - Eifel 65 0283
Chase The Sun - Planet Funk 3674
Chillin - Modjo 3743
Dream to me - Dario G 3685
Feel The Beat - Darude 1577
Heart Of Asia - Watergate 1588
I Wanna Be U - Chocolate Puma 3730
Played a live - Safri Duo 3680
Pop Ya Collar - Usher 3675
Right Here Right Now - Fatboy Slim 0368
Salsoul Nugget - The Girl Next Door 3742
Show Me The Money - Architects 3749
Since I Left You - Avalanches 3746
Sky - Sonique 1517
Silence - Delerium 1578
Stutter - Joe feat Mystikal 3693
The Vision - Mario P/ DJ Arabesque 3717
Thong Song - Sisqo 0395
Toca's Miracle - F ragma 0394
Touch me - Rui Da Sliva/ Cassandra 3679

Pop
Amercian Pie - Madonna 0267
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Loco - Fun Lovin Criminals 3692
Mambo No 5 - Lou Bega 0342
Millennium - Robbie Williams 0346
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Paradise - Kaci 3716
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Straight Up - Chante Moore 3745
Stuck in a moment you cant.. - U2 3671
Teenage Dirtbag - Wheatus 3690
Things I have seen - Spooks 3681
Think About Me - Art Ddgr/ Michelle 3728
Were Going To Ibiza - Venga Boys 0250
Who Let The Dogs Out - Baha Men 1576

R N B
Case of the Ex - Mya 3672
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I Belive I Can Fly - R Kelly 1518
Missing You - Puff Daddy 1584
No Scrubs - TLC 1587
Say My Name - Destiny's Child 0371
Shaggy - It Wasn't Me 3705
The Storm Is Over - R Kelly 3739

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Bitter Sweet Symphony - The Verve 0154
Breathe - Prodigy 0286
Don't Look Back In Anger - Oasis 4122
Roll With It - Oasis 4120
Go Let It Out - Oasis 0318
Wonderwall - Oasis 4121
Fever - Starsailor 3695
Found That Soul - M St. Preachers 3715
Losing My Religion - REM 0217
Mr Writer - Stereophonics 3733
Parklife - Blur 1520
Shinning Light - Ash 3677
So Why So Sad - M St. Preachers 3714
Want You Bad - The Offspring 3738
Why Does It Always Rain.. Travis 0404

Rap
Changes - Tupcac 0294
Ms Jackson - Outkast 3706
Real Slim Shady - Eminem 1515
Stan - Eminem 1513
The Next Episode - Dr. Dre/ Snp Dog 3676

Rock
American Woman - Lenny Kravitz 0258
Bat Out Of Hell - Meatloaf 1583
Jaded - Aerosmith 3724
Last Resort - Papa Roach 3691
Pantera - Cowboys From Hell 0111
Rollin - Limp Bizkit 3673
Walk This Way - Aerosmith 0005

70's
Dancing Queen - Abba 1507
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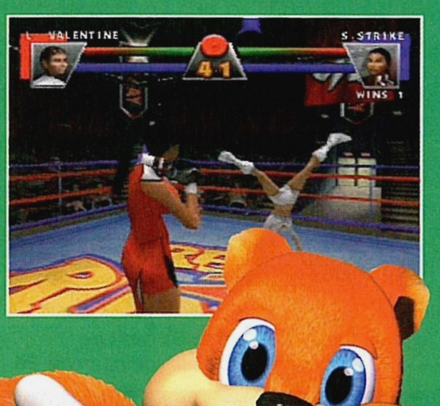
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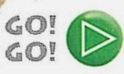






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Club 64 MAILBOX

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Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133). All other letters printed win a prized **N64** pin badge!

Ah lovely. Plenty going on this month: loads of letters, bargains hunted down, a bumper N64 Board, your websites... Go on, dive in!



'little short'

You have got to see this! I was surfing the Net when I came across www.ho-oh.com. I expected it to be a mere Pokémon site, but I was surprised when it turned out to be a site that suggests Nintendo were a little short of inspiration when it came to the 250th Pokémon…
Joshua Clarke, via email

Veeeeery interesting. We're not quite sure whether this is actually something to do with Nintendo or not. It certainly seems a little suspicious – all that talk about an "immortal phoenix in the East" and "revives in the fire of peril" seems like a bit too much of a coincidence for us. We reckon it might be another one of The Big N's promotional spoof websites, but that's only a hunch. If anyone could shed any more light on the matter, we'd love to hear from them. **Ed**



△ *Check out the website and see what you think.*

'a rake'

I noticed a familiar face when flicking through my old issues – no, not Mario, but that ugly little kid featured in Greg A Lamb's letter in issue 49. In the picture there are two boys, and the one on the left is also in the picture with the newspaper article about some little brat's Nintendo addiction, sent in by Ross McFarlane, in issue 53. This means the paper either couldn't be bothered to take a picture of him (he probably attacked them with a rake or something) or they're lying just to give Nintendo a bad reputation. How stupid do they think we are? He's holding a PlayStation controller for crying out loud!
Ricky Lomas Doherty, Swansea


relation to the arts, say software bosses

By Simon Fluendy

The boy addicted to his Nintendo

◁ *Seems below is a case of 'wrong photo' – to use a technical term...*

Well spotted. Further proof that those overpaid hacks can't be bothered to do their job properly. **Ed**

Correction corner

Or should that be 'Correction half page'?

Hey, you made a mistake! In issue 54 you gave away a *Pokémon Gold/Silver* guide. Well, on page 59 you said that Phanpy and Donphan could only be found in *Gold*. In fact, you can only catch them in *Silver*. Make sure you kill whoever made this mistake.
Ian Hughes, Pontypridd

They're dead. **Ed**

In your *Pokémon Stadium* guide book you say that you should use Water Pokémon for Lt Surge and Electric Pokémon for Giovanni. Both of these are wrong as you well know. I blame Andrea.
Euan Conway, Glasgow

Well, if that's the case, then I blame everyone else. **Ed**

In issue 54, in Planet Game Boy, Geraint stated that *Super Street Fighter II* was the last SNES *Street Fighter*. Shame on him for forgetting the marvel that was *Street Fighter Alpha 2*. It may have been released late in the SNES's life, but it was surely the most technically impressive *SF* game on the SNES. And you call yourselves experts…
Peter Knowles, via email

You can't trust anybody these days, can you? **Ed**

In issue 54, on page 66, someone put the 78% score for *Battle for Naboo* in green when it should have been in blue. Tut tut.
Mike Hunter, East Yorkshire

Tut tut indeed. **Ed**

In the *Banjo-Tooie* review in issue 54 you said "you won't get very far without those golden crotchets", but they are quavers, not crotchets.
Jonathan Mace, East Wellow

Quite. **Ed**

In the Ed's reply to Joseph Murphy's letter in issue 53, page 55, you said the plastic things are there to comply with EC regulations. It is not EC any more, but EU, so even when Mark is Editor he still makes mistakes.
Psychopathic Animal, via email

So it seems. **Ed**

On page 42 in issue 54, in the *Banjo-Tooie* review, you said, and I quote, "Tiptup – last seen in Rare's *Diddy Kong Racing*". He can actually be found in Bubblegloop Swamp in *Banjo-Kazooie* in the giant turtle with his choir. Ha! Ha! Ha!
Sean Hinton, Kidderminster

I'm not laughing. **Ed**

In issue 54, where are the page numbers on pages 38 and 39?
Tom Richards, via email

Lost, apparently. **Ed**

In your *Pokémon* review, on page 31 of issue 54, the map in the cellphone is upside down. Andrea, please come back with a Bigger Stick™ to sort out whoever is responsible.
George Armstrong, Tring

Rest assured, the culprits have been dealt with. **Ed**

'mallorca'

On a recent trip to Mallorca, while staying at the resort of Porto Pollensa, I found a copy of *Pokémon Puzzle Challenge* for Game Boy Color. It was priced at around £30 and seemed to be a version of *Pokémon Puzzle League*. Why haven't we heard of this in the mag? You did say once that a Game Boy version would come out in Japan, but then nothing was mentioned again. Does this mean your foreign correspondents are not doing their job? And will we see this game coming out in the UK?
Richard Eccleston, Stourport-on-Severn

Check out Geraint's review on page 18 of Planet Game Boy. **Ed**

'upstaged'

I hate being upstaged, so when somebody sent in the **N64** Magazine logo made from games, I had to do a Nintendo logo. I used 39 N64 cartridges (although I actually have 43), eight Game Boy Color games and a link cable. I hope you're impressed because it took me an hour to make and three hours to put away!
Andrew Curtis, Kings Lynn



Three hours to put away! You should have left them for your Mum. **Ed**

'call of nature'

I was playing on *Conker's Bad Fur Day* last night when the call of nature occurred. When I returned, Conker was playing *Killer Instinct* on the Game Boy, complete with actual music and sound effects. Looks like those chaps at Rare are up to their old tricks again.
Matt Gander, Littlehampton

The little beggars. **Ed**

'other parts'

While playing *Pokémon Gold* I stumbled across this guy in the park where you can play the bug-catching contest. When I spoke to him he said he was playing a Game Boy Advance. At first I thought it was just Nintendo promoting the handheld until he said he was "trading over the phone". Does this mean the GB mobile phone adaptor is to see the light of day in other parts of the world apart from Japan? Or does it mean the rumours about Nintendo and Konami producing telecom software are true? Or is it telling us that, once again, the Japanese will get something the rest of the world can't.
Tom Milton, Bristol



△ ***These shots do look a bit convincing, but Mark still reckons they're a wind-up.***

Mark reckons you're having us on with these shots. But then what does he know! **Ed**

'foot and mouth'

I thought I should send you these because you don't get them in England and they're doubles. They are the Dutch equivalents of Tazos and pretty cool because they move. Hope you like them. Oh, one more thing – do Pokémon get foot and mouth?
Matthew Hart, Holland

Let's hope not – else they'll be burning the cattle over at MooMoo Farm. **Ed**

'fools gag'

Don't think I was fooled that easily by your April Fool's gag. Yes, I'm talking about *Animal Forest*. It's obvious it was a joke as you didn't even include the cart size and the game hardly has any features – when was the last time a game came out that didn't have more than one player and didn't use the Rumble Pak? And besides, Nintendo would do a save feature on cart rather than on Controller Pak. I wasn't fooled.
Brahma Mohanty, via email

I'm speechless. **Ed**

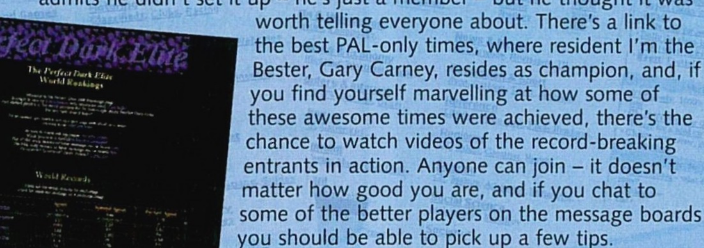
SURF'S UP

Our pick of your very own Ninty-related websites.

NICK'S N64 SITE
www.geocities.com/nicknintendouk
Nick Bennett has obviously spent a lot of time compiling his N64 website, which basically lists every single PAL game ever released in alphabetical *and* chronological order. There's a scan of the boxart next to each entry, and, in homage to the best N64 magazine ever created, the scores we gave each title. Nick also lists the Top 20 games, as judged by **N64**, and all the games he owns. Not particularly innovative, but a handy reference point all the same.



PERFECT DARK ELITE
rareelite.hypermart.net/pd/elite.htm
Fancy yourself as a *PD* master? Then this is the place to test your times against players from all over the Net. Paul Williams, who wrote to us about this site, admits he didn't set it up – he's just a member – but he thought it was worth telling everyone about. There's a link to the best PAL-only times, where resident I'm the Bester, Gary Carney, resides as champion, and, if you find yourself marvelling at how some of these awesome times were achieved, there's the chance to watch videos of the record-breaking entrants in action. Anyone can join – it doesn't matter how good you are, and if you chat to some of the better players on the message boards you should be able to pick up a few tips.




GO! GO!

BONUS LETTERS

Were Mark's blisters particularly painful the day he wrote the *Banjo-Tooie* review?
Gavin Lane, Worthing

I think they must have been. **Ed**

My oldest son Kieron has a crush on Andrea.
Cathy Conway, via email

Poor misguided fool. **Ed**

Sack Geraint 'cos he's grumpy and he doesn't like very much.
Jamie Coles, Rossendale

But he does make the tea. **Ed**

It makes me go psycho when people think the cartoon came before the game. Like gansta rap – it wasn't invented by NWA but Ice T.
Dan Filth, Bristol

Quite. **Ed**

Which came first, the Pokémon or the egg?
Fionntan Conway, Dublin

A very good question. **Ed**

Am I right or am I right?
Harry Ramsay, Cheltenham

Wrong, actually. **Ed**

I couldn't move the palm of my hand because I was in scrutinizing pain.
David Webster, Fife

Sounds nasty… **Ed**

I'm getting really desperate and sank to the level of looking in the Worcester town market…
Matthew Townley, Eckington

Desperate measures indeed. **Ed**

I'm thinking he is turning into a regular.
Scott Cumming, Hertfordshire

Could be painful. **Ed**

How long should someone play in a 16-hour day?
Phil Harris, Huntingdon

For as long as they can. **Ed**

Yes?
Jessica Lane, Carmarthen

No. **Ed**

N64 MAG

Jud and Steve fought over who would get to put this on their car. Fools. It's not even our plate…

'an hour'

My friends and I were sitting in our chemistry class with nothing to do when suddenly we thought, 'Why not make up funny names with car number plates, since the new Y registrations are coming out?' Here are the Top 10 we came up with after over an hour of thinking:

1. N64 MAG
2. Z3 LDA
3. MAR 10
4. LUI 61
5. K1 RBY
6. BOW 53R
7. P3 ACH
8. M1 ZAR
9. J8 OND
10. D1 DDY

They were the best we could come up with, but maybe you could think up some others.
Murdo McBride, Caithness

How about HYL14N for one? Anyone got any more suggestions? **Ed**

BOW 53R

Would you dare get on the wrong side of a car bearing this intimidating registration plate?

'peg it'

In The Mirror (the newspaper), on 25th April, they reported in an article that if the Gamecube wasn't popular at E3 it would be scrapped. What does that mean? Nintendo aren't going to do a Sega and peg it from the console market and become a third-party development team are they? Please say it isn't true as I wouldn't be caught dead with a PS2 in my house.
Ben Hutchinson, York

Grumpy old Mr Yamauchi, Nintendo's big boss, did indeed threaten to scrap Gamecube – partly because he thinks that, in the future, handhelds like GBA will be so popular that no-one will care about traditional 'TV consoles'. Don't fret, though – turn to page 32 to find out why Gamecube at E3 was a phenomenal success. **Ed**


kelly's i
with MATT KELLY
KEEPING YOU UP TO SPEED ON THE NET

NINTENDO has announced it will axe its new Gamecube console before it's even launched if it isn't a hit at next month's E3 gaming show in Los Angeles.
The console, designed to take on PlayStation2 and Microsoft's X Box is due to be launched in Japan in September, coming to Europe early next year. We'll report back from E3 next month.

Tabloid newspaper in factually accurate story shocker!



Every month we'll print details of the best N64-related bargains recently spotted by you – our legions of loyal readers. What's more, we'll even reward the best bargain hunter each issue with a prize! This time round, it's Tim Townsend from Bognor Regis, who gets a random bag o' goodies from around the office!

ELECTRONICS BOUTIQUE

Conker's Bad Fur Day £44.99 instead of £59.99 if you have a Reward Card.
Olly Dean, via email

Quake II £4.99 (£3.99 if purchased with any other game!)
Turok: Rage Wars £7.99
Official Rumble Paks £2.99
Tim Townsend, Bognor Regis

Diddy Kong Racing £7.99
Mario Party 2 £7.99
ISS '98 £7.99
Turok 2 £7.50
(All pre-owned but all boxed and with instructions.)
Iain Biglin, Grimsby

CURRYS

Forsaken £5.95
GoldenEye 007 £5.95
Hybrid Heaven £5.95
Thrustmaster Formula Race Pro Steering Wheel £9.99
Interact v3 FX Racing Wheel £19.99
Tim Townsend, Bognor Regis

COMET

Mario Tennis £19.99
Jonathan Mace, East Wellow

Ridge Racer 64 £9.99
Thomas Charnock, Leigh

WOOLWORTHS

Diddy Kong Racing £6.99
Roger Walsingham, Norfolk

Pokémon Snap £24.99
Craig Blakey, Malmesbury

Jet Force Gemini £9.99
Joseph Roberts, London

Spotted a bargain? Tell us where! Write to Bargain Hunters at the usual address.
Offers not guaranteed nationwide.

Online Bargains

SPECIAL RESERVE
www.ukgames.com

Turok 2, Turok 3 and Turok Rage Wars £29.99
F1 World Grand Prix £7.99
Duke Nukem £7.99
South Park: Chef's Luv Shack £7.99
Paul Kacarevic, Coventry

W O O L W O R T H S
11/12, MARKET PLACE FAKENHAM
VAT Registration Number: 232 5555 75
DIDDY KONG RACING 6.99
SUB-TOTAL 6.99
TOTAL 6.99 $
CASH 10.00
CHANGE 3.01
Thankyou for shopping at Woolworths
Please call again
24.04.01 15:12 41083 2022 2 1064

The N64 Magazine BOARD

Now Incorporating Monster Museum!

Nintendo World



◁ Mark's gone and lost the name of the person who emailed in this impressive pic. Drop us a line again to claim your badge!

△ Cheers, Cedric Van Rossem in Belgium, for this neat watercolor of Chikorita. Like it!

◁ Ilana Exelby-Johnson asked us to print this excellent pic. No complaints from us!

Conker and Berri, by Rebecca Thompson from Kent. ▷

◁ Suzanne S.J. from Wales was the pen-wielder behind this.

◁ Lawks! Check out this impressive pic from Liverpool's James Cross!

△ We can't remember who did this pic of Mark as Link versus Darkmarkendorf, but we love it!

△ This mask accompanied Ellie Chambers from London's neat model of Bellsprout shown last issue. Good work!

▽ Collage action from County Cork's Joseph Murphy. How many familiar faces can you spot, eh?

△ Sara Taylor from Leeds spent ages on this pic of Link and Epona, and her effort shows!

◁ Wokingham's Stephen Wilson is the chap behind this ace cartoon.

△ A fine piece of Pokémon Snap-themed work from Finland's Anna Kartasalo.

Advice to save you hassle, and a voucher to save you money!

TIPS EXTRA

Tips for the Top 10 N64 games with GAME

www.game.uk.com



1 Banjo-Tooie

DRIVE SUB ON LAND
Head for Jolly Roger's Lagoon and ask Humba Wumba to change you into the submarine. Try to warp back to the town square and you'll be told that the sub won't work on dry land. However, you can take the sub to the surface of the lagoon and drive it up the slope, then hop around in it and explore the surrounding area. You'll never manage to get it up the stairs, but still – nice, eh?



DOUBLE JUMP
As Banjo in solo mode, press A and you'll jump as normal – but if you immediately press B, he'll swing the pack in mid-air. The moment Banjo begins to swing, quickly press A again and you'll jump up for a second time.



2 WWF No Mercy





WIN HANDICAP MATCHES
If you're facing two foes, take the match backstage and get to an area with lots of weapons. You can't lose by pins or submissions here, so you can set about the opposition freely. Use a wrestler with plenty of submission holds, and use such moves continuously. One guy will eventually give up, but the match won't be over. He'll be down just long enough for you to get busy with his friend. When you've delivered a hefty load of smack to him, head back into the ring for a quick pin. It's not easy, but it will definitely work.

3 Conker's Bad Fur Day



FALL A LONG WAY
In the Colors game in the War multiplayer, an effective tactic is to pick up the sword near either team's flag. Unsheathe it and you can quickly jump off the top platform and fall all the way to the ground without losing a chocolately chunk of life. Having the sword out also makes you run a bit faster, and makes you harder to hit if you're jumping around like a loon.

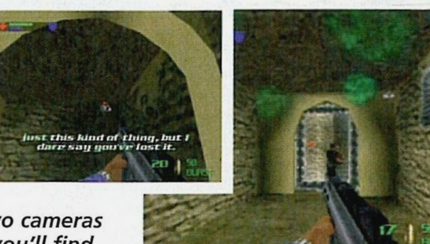
SERIOUS FIREPOWER
It's a little-known fact, but there's a flamethrower and a rocket launcher hidden away in the Colors level. The flamethrower is located in a crater near the squirrels' base (on their right), while the rocket launcher is on the raised area you can only reach by jumping from the bridge.

4 Zelda: Majora's Mask



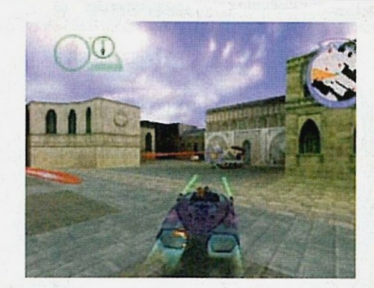
LAND TITLE TRADING
First off, aim the telescope in the Bombers' Hideout at the moon, then pick up the Moon's Tear that falls. Take it to the Deku Business Scrub in town. Take the deed he gives you to the Scrub in the swamp near the tourist info place. Take his deed to the entrance to the Goron shrine as Deku Link. Next, carry the Mountain Deed to Lulu's room in Zora Hall, then talk to him as a Goron and you'll receive the final deed. Take that to Ikana Canyon, near Sakon's Hideout, as a Zora. Your reward for all this effort will be 200 smackers. Sweet!

5 The World is Not Enough



AVOID GAS
On Fallen Angel, enter the room that usually spews evil gas at you. Normally, you'll feel its ill effects, but if you shoot out the two cameras as soon as possible, you'll find that the gas won't put in an appearance at all. That's great news – Bond's health will remain intact and he won't have to Grapple upwards to flee.

6 Star Wars: Battle for Naboo



CHEAT CODES
Enter the following passcodes to get yourself a sackful of good stuff…

Advanced bombs
BOOM!?

Homing torpedoes
CANTMISS

Advanced missiles
?NUNAPWR

All normal levels
TOOWEAK?

7 Lego Racers



TOP CHEATS
First off, in Build mode, create a new driver or edit an existing one. Select 'make a license', then enter the following cheat codes as names to gain some tasty treats…

Grapple power-ups only
RPCRNLY

Mine power-ups only
PGLLYLL

No chassis
NCHSSS

No driver
NDRVR

Maintain speed off track
NSLWJ

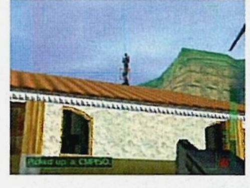
Disable all cheats
NMRCHTS

8 Pokémon Stadium



EXTRA POKÉMON
Complete one of the Gym Leader Castles, or beat your rival, and as a reward you'll receive one of these Pokémon at random: Eevee, Hitmonlee, Hitmonchan, Squirtle, Charmander, Bulbasaur, Omanyte, Kabuto. You'll be able to transfer the little critter over to your Game Boy game, too. Mint!

9 Perfect Dark




SNEAKY SNIPER RIFLE
Fancy getting your mitts on a sniper rifle early on in the Villa level on Perfect Agent? Right from the start, take out the first two guards and the sniper near the helipad. The latter's gun should slide down and hang off the end of the roof. If it doesn't, shoot it with the Laptop Gun. Finally, walk forwards while looking up, shooting at the teetering rifle so that it drops into your hands. Now get sniping!

10 Pokémon Snap



A TRIO OF ZUBATS
Filled up your album with lovely snaps of everything except this flying annoyance? It's a little-known fact, but it is possible to snap a trio of Zubats. On the Tunnel level, take a reasonable number of photographs of all the Zubats in one run – remember, a Zubat appears each time one of those steel doors opens, so be ready. Then, near the end of the level, a trio of the horrors will emerge for your snapping pleasure.

Tip for the top

Fresh cheats for future chartbusters



EXCITEBIKE 64
Here are some more codes for highly strange secrets that we just couldn't cram into our lovely crop last issue. Remember, you access the cheat code menu by holding down L, Right-C and Bottom-C in order, then pressing A. Enjoy!

Night mode
MIDNIGHT

Strange colours
ROTCOLS

Transparent rider
XLURIDER

Downhill mode
WHEEEEEEEE

GO! GO!





ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes, including your own!



Scooby Doo: Classic Creep Capers

MUST BE ON F107D9B0 0000
EE000000 0000

INFINITE COURAGE 810BB096 0007

ALL ITEMS ON FIRST LEVEL
811BA010 0101
811BA012 0101
811BA014 0101
811BA016 0101
811BA018 0101





WWF No Mercy

MUST BE ON F103E360 2400

EVERYTHING FROM SHOP 50000B02 0000
810BEE40 FFFF

METER BOOST FOR PLAYER ONE
D115AB1E 0001
8015AF5F 00FF
Nicholas Foulstone, Sheffield



Command and Conquer

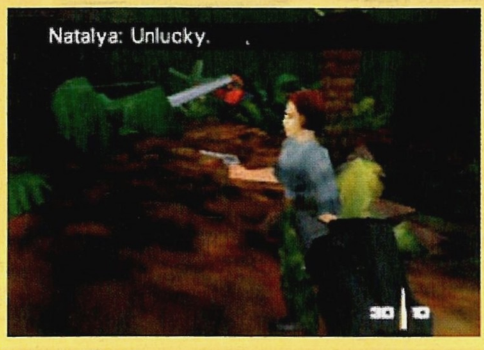
INFINITE MONEY FOR GDI
810C55B6 FFFF

INFINITE MONEY FOR NOD
810C575E FFFF

INFINITE HEALTH FOR COMMANDO
810B5364 0080

INFINITE POWER FOR NOD
810C577E FFFF

INFINITE POWER FOR GDI
810C55D6 FFFF



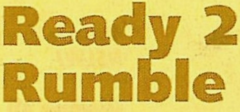
Goldeneye 007

CHANGE NATALYA INTO MAYDAY (JUNGLE) 80197E55 000E
Jonathan Shaxted, Wareharts

CHANGE TRUCK INTO TANK (DAM)
801D00C7 002D
801D00C9 0020
Luke Molyneux, Bristol

Ready 2 Rumble

INFINITE HEALTH
800D8E8B 0036
Danny McGowan, Glasgow

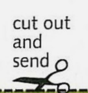




For information about Action Replay cartridges, call **Datel** on **01785 810826** or visit **www.codejunkies.co.uk**

YOUR ACTION REPLAY CODES

cut out and send





CODES

Send to: Action Replay codes, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name..

Address..

....

....

....

....

Postcode ....

READERS' TOP 15 TIPS

Remember, the best one wins an Action Replay cart from Datel (01785 810826) and an exclusive **N64** badge!

Cheat of the month

1 Perfect Dark
When playing Hold the Briefcase against sims, head for a floor where you can get so far away from the enemy that he's no longer on your radar screen. He'll just sit still, allowing you to win!
Iain Gough, Hereford



2 Battle for Naboo
For a platinum medal on Disruption of Comm4, fire your blasters at the satellite for a while, rather than the shields. Now take out the last generator near the tan-hued moon. Finally, torpedo the satellite and the mission's complete!
Ben Sedgwick, Chester



3 WWF No Mercy
Choose Perry Saturn in Survival Mode and sticky-tape down A and B. Come back a few hours later and Perry will have racked up loads of submissions and count-outs, earning you plenty of moolah.
Malcolm Begg, Cambridge

4 Mickey's Speedway
Go to the ranch area in Practice mode and run over about 20 eggs. Then head to Time Trial and you'll see an extra track – New Orleans. You'll need all platinum medals on Professional mode first, mind.
Jonathan Mace, Hampshire

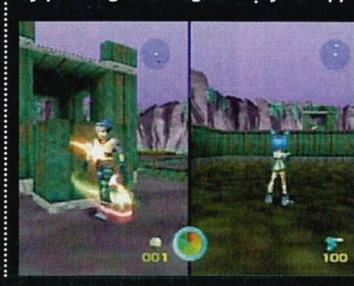
5 WWF No Mercy
In Championship mode, if someone's interfering with your bout and reversing your moves, simply climb onto the turnbuckle. They'll leave the ring!
Robin Leathley, Manchester

6 Zelda: Majora's Mask
Go to an area with steps (try the Curiosity Shop alley) and stand on the very edge of one. Whip out your ocarina and you'll see Link either standing on one leg, stamping his foot repeatedly, or without a leg at all...
David Vanner, Sidcup



7 Zelda: Majora's Mask
Here's a handy tip to help you through the trickier sections of the game. Shoot a fire arrow at a Gibdos and it'll change into a Re-dead. Cool, eh?
Chris Herring, Barnsley

8 Jet Force Gemini
Select Rith Essa in multiplayer with heavy weapons. Weaken yourself, then stand at the top of the lift. When it arrives, hop onto the middle of the platform and kill yourself. Now, by pressing A during your temporary period of invulnerability, you'll be invincible for good.
Lawrence Craddock, Portsmouth



9 Mystical Ninja
Enter Japan Sea when you've completed Submarine Castle. Swim about a bit then leave. Outside, the music will be the submarine's tune.
Steven Lees, Glasgow

10 TWINE
In the Tube station, get onto the track and face the train. Sidestep left into the wall between the niche and the door. Turn to face the wall and you'll fall through it into a strange white cityscape.
Andrew Cook, Hatton

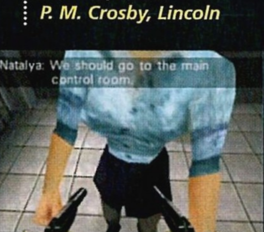


11 WWF No Mercy
Gather as many weapons on the floor around the turnbuckle as possible, then floor your opponent and drag him onto the pile o' stuff. Next, do a Standing Splash, a turnbuckle leap or similar and you'll hear a large crash.
Jasper Stevens, Bradford

12 Michael Owen's World League Soccer 2000
In Practice mode, turn to face the advertising board. Wait for it to switch to show the Silicon Dreams logo, then shoot the ball into it to unlock the Silicon Dreams superteam. Nicely!
Richard Lord, Grimsby



13 WWF No Mercy
To win easily, head for the car park, throw your foe against all the walls, then hop into the van and start taunting. They won't follow you in there, allowing you to build up a Special.
James Door, Clapham



14 Turok 3
In the Lost Lands, follow the path to the shrine – it's the one laden with obelisks – and look for a creeping vine on your left. Climb up to find a stash of hidden ammo. Nice!
Helen Webster, Gloucester

15 Goldeneye 007
Put on the Invisibility and All Weapons cheats. Start Bunker 2, shoot the guard and enter Natalya's cell. Try walking through her and she'll wave her arms around as if she were getting naughty ideas. Keep your mind on the mission, Bond!
P. M. Crosby, Lincoln



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'Cheat of the month' slot you'll get something extra special.

cut out and send

Name...

Address...

....

....

....

....

Postcode ....

Here's my top tip

It's for [game name]:

And I've found that if you:

TIPS EXTRA

Send to: Tips Extra, **N64** Magazine 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

I'M THE BEST



How do *you* measure up against the best N64 gamers out there?

Looks like some time off at Easter was well spent – the battered old I'm the Best cardboard box was swollen to bursting-point when we came to tackle it this time around. Just the way we like it – keep it up!

If you need encouragement to get stuck in, why not make your mark in our growing *Rush 2049* and *Mickey's Speedway* leagues while they're still fresh? Then there's *Majora's Mask*, not to mention *TWINE* and *PD*. Get to it!

New Leagues!

Let's see how you fare in these two upcoming leagues. Or are you chicken?

BANJO-TOOIE
(JUST YOUR MINIGAME TOTALS FOR NOW)

BATTLE FOR NABOO
(FASTEST LEVEL TIMES – WITH AT LEAST 25 KILLS)



STAR PERFORMANCE

***Conker's BFD*? *Banjo-Tooie*? *Battle for Naboo*? Piffle. John Glenday in the fair city of Glasgow has a decidedly old-school Star Performance for us all this month – from none other than *Mario 64*.**

Waaaaaay back in **N64**/6, Dawn Ford turned in a highly pleasing total of 2085 stars, but John has managed to eke out five more. Is his total of 2090 the actual final score for the game? He thinks it is, and we're inclined to agree. Star Performance material indeed, and if anyone can better it, well, they might just get a free Wild Things Mirage joypad like John, too.

Fancy a spot of Star Performance glory for yourself? Send us photo or video proof of an absolutely brain-frazzling gaming achievement, then. If it's good enough, you'll bag a Mirage joypad courtesy of those nice folk over at Wild Things (029 2075 5774 or www.wild-things.co.uk).

NEW HIGH SCORE!

We doff our caps once more in the general direction of Sweden, home of I'm the Best regular, Jan-Erik Spangberg. As re-requested in **N64**/54, we called for your best efforts at the second, 25-ring, beaver race in *Majora's Mask*. J-E turned in the best result, with 20.99 seconds left on the clock, hence a neat Mirage joypad is on its way. Good work!

THIS MONTH'S TIME TO BEAT



*Excitebike 64. Lovely. So good, it even tempted old Jes Bickham back into the **N64** office for a quick blast. What's more, we've swiped one of his times for our challenge. Whosoever beats his Houston race time of 2:06.76 by the most bags a Mirage joypad from Wild Things in issue 58. Get your proof in sharpish if you want to stand a chance!*

The World is Not Enough

BEST AGENT MODE TIMES



COURIER		
1	1:05	Hugo Turner, *Bath*
2	1:11	Ashley Wright, *Ilkley*
3	1:15	David Morris, *Wallasey*

KING'S RANSOM		
1	2:00	Hugo Turner, *Bath*
2	3:36	David Morris, *Wallasey*

THAMES CHASE		
1	1:15	John Hope, *Northampton*
2	1:16	Hugo Turner, *Bath*
3	1:24	Ashley Wright, *Ilkley*

UNDERGROUND...		
1	1:52	Hugo Turner, *Bath*
2	2:21	Ashley Wright, *Ilkley*
3	2:52	David Morris, *Wallasey*

COLD RECEPTION		
1	2:47	Chris Suddick, *Herts*
2	2:57	Hugo Turner, *Bath*
3	3:36	Ashley Wright, *Ilkley*
4	3:59	David Morris, *Wallasey*

Times for all TWINE's levels are welcome!

Perfect Dark

BEST PERFECT AGENT TIMES

DATADYNE: INVEST.		
1	6:25	Tom Donoughue, *Cambs*
2	1:17	Robert Harrison, *Wakefield*

CHICAGO: STEALTH		
1	1:14	Killian Barry, *Dublin*
2	1:17	Robert Harrison, *Wakefield*
3	1:34	Andrew Simmonds, *Hants*

CARRINGTON VILLA		
1	4:45	Tom Donoughue, *Cambs*

AREA 51: RESCUE		
1	7:52	Tom Donoughue, *Cambs*

PELAGIC II		
1	6:00	Tom Donoughue, *Cambs*

SKEDAR RUINS		
1	3:59	Andrew Simmonds, *Hants*

Mickey's Speedway USA



INDIANAPOLIS		
1	0:21.16	Jonathan Mace, *Hants*

SAN FRANCISCO		
1	0:36.00	Jonathan Mace, *Hants*

NEW MEXICO		
1	0:27.92	Jonathan Mace, *Hants*

LOS ANGELES		
1	0:18.16	Jonathan Mace, *Hants*

ALASKA		
1	0:20.48	Jonathan Mace, *Hants*

MALIBU		
1	0:34.24	Jonathan Mace, *Hants*
2	0:34.64	Adam Ward, *Kent*
2	0:35.04	Faron Hussey, *Cambs*
3	0:35.20	Nick Nicolaides, *Somerset*

OREGON		
1	0:30.48	Jonathan Mace, *Hants*

COLORADO		
1	0:34.32	Jonathan Mace, *Hants*

Perfect Dark

BEST AGENT MODE TIMES



DATADYNE: DEFECTION

1	0:35	Phil Hughes, *Merseyside*
1	0:35	Gary Carney, *Newcastle-upon-Tyne*
3	0:37	Jan-Erik Spangberg, *Sweden*
4	0:38	Arif Mollah, *Rochdale*
5	0:39	Jonathan Steinberg, *Sweden*
5	0:39	Ben Gooch, *Tamworth*

DATADYNE: INVESTIGATION

1	1:32	Phil Hughes, *Merseyside*
2	1:34	Gary Carney, *Newcastle-upon-Tyne*
3	1:36	Jan-Erik Spangberg, *Sweden*
4	1:39	Anthony Ratnasothy, *Essex*
5	1:40	David Morris, *Wallasey*

DATADYNE: EXTRACTION

1	1:11	Phil Hughes, *Merseyside*
2	1:14	Gary Carney, *Newcastle-upon-Tyne*
3	1:19	Jan-Erik Spangberg, *Sweden*
4	1:27	Arif Mollah, *Rochdale*
5	1:30	Tony Dunster, *London*
5	1:30	Ben Gooch, *Tamworth*

CARRINGTON VILLA

1	1:18	Phil Hughes, *Merseyside*
1	1:18	Gary Carney, *Newcastle-upon-Tyne*
3	1:21	Jan-Erik Spangberg, *Sweden*
4	1:30	Tony Dunster, *London*
5	1:32	Arif Mollah, *Rochdale*

CHICAGO: STEALTH

1	0:16	Phil Hughes, *Merseyside*
2	0:17	Gary Carney, *Newcastle-upon-Tyne*
3	0:19	Jan-Erik Spangberg, *Sweden*
3	0:19	Tony Dunster, *London*
5	0:24	Andrew Simmonds, *Waterlooville*

G5: RECONNAISSANCE

1	0:50	Phil Hughes, *Merseyside*
2	0:51	Gary Carney, *Newcastle-upon-Tyne*
3	0:58	Jan-Erik Spangberg, *Sweden*
4	1:06	Arif Mollah, *Rochdale*
4	1:06	Jonathan Steinberg, *Sweden*

AREA 51: INFILTRATION

1	1:18	Phil Hughes, *Merseyside*
2	1:19	Gary Carney, *Newcastle-upon-Tyne*
3	1:47	Ben Bryce, *Worthing*
4	2:00	David Byrne, *Dorset*
5	2:04	Andrew Simmonds, *Hampshire*

AREA 51: RESCUE

1	1:36	Phil Hughes, *Merseyside*
2	1:41	Gary Carney, *Newcastle-upon-Tyne*
3	1:52	Jan-Erik Spangberg, *Sweden*
4	2:37	David Morris, *Wallasey*
5	2:47	Sam Harkins, *Abingdon*

AREA 51: ESCAPE

1	2:38	Phil Hughes, *Merseyside*
1	2:38	Gary Carney, *Newcastle-upon-Tyne*
3	3:19	Andrew Simmonds, *Hampshire*
4	3:29	Kieran Gorman, *Dumbarton*
5	3:32	Sam Harkins, *Abingdon*

AIR BASE: ESPIONAGE

1	1:21	Phil Hughes, *Merseyside*
1	1:21	Gary Carney, *Newcastle-upon-Tyne*
3	1:31	Jan-Erik Spangberg, *Sweden*
4	1:52	Ben Gooch, *Tamworth*
5	1:57	Anthony Ratnasothy, *Essex*

AIR FORCE ONE

1	0:59	Phil Hughes, *Merseyside*
1	0:59	Gary Carney, *Newcastle-upon-Tyne*
3	1:02	Jan-Erik Spangberg, *Sweden*
4	1:07	Robert Harrison, *Wakefield*
5	1:13	Ben Bryce, *Worthing*
5	1:13	Jonathan Steinberg, *Sweden*
5	1:13	Ben Gooch, *Tamworth*

CRASH SITE: CONFRONTATION

1	1:28	Phil Hughes, *Merseyside*
2	1:34	Jan-Erik Spangberg, *Sweden*
2	1:34	Gary Carney, *Newcastle-upon-Tyne*
4	1:57	Andrew Simmonds, *Waterlooville*
5	2:09	Kieran Gorman, *Dumbarton*

PELAGIC II: EXPLORATION

1	0:57	Phil Hughes, *Merseyside*
2	0:59	Gary Carney, *Newcastle-upon-Tyne*
3	1:18	Jan-Erik Spangberg, *Sweden*
4	2:06	Sam Harkins, *Abingdon*
5	2:13	David Byrne, *Dorset*

DEEP SEA: NULLIFY THREAT

1	3:22	Phil Hughes, *Merseyside*
2	3:26	Gary Carney, *Newcastle-upon-Tyne*
3	3:31	Jonathan Rydstrom, *Sweden*
4	4:50	David Morris, *Wallasey*
5	4:51	Sam Harkins, *Abingdon*

CI: DEFENSE

1	0:58	Phil Hughes, *Merseyside*
1	0:58	Gary Carney, *Newcastle-upon-Tyne*
3	1:00	Jan-Erik Spangberg, *Sweden*
4	1:04	David Morris, *Merseyside*
5	1:26	David Byrne, *Dorset*

ATTACK SHIP: COVERT ASSAULT

1	2:29	Phil Hughes, *Merseyside*
2	2:31	Gary Carney, *Newcastle-upon-Tyne*
3	2:45	Jan-Erik Spangberg, *Sweden*
4	3:24	David Byrne, *Dorset*
5	3:38	Ben Bryce, *Worthing*

SKEDAR RUINS: BATTLE SHRINE

1	1:30	Phil Hughes, *Merseyside*
2	1:37	Gary Carney, *Newcastle-upon-Tyne*
3	1:48	Jan-Erik Spangberg, *Sweden*
4	2:16	Andrew Simmonds, *Waterlooville*
5	2:53	Sam Harkins, *Abingdon*

MR BLONDE'S REVENGE

1	1:38	Phil Hughes, *Merseyside*
2	1:45	Gary Carney, *Newcastle-upon-Tyne*
3	1:48	Jan-Erik Spangberg, *Sweden*
4	1:53	Matthew Li Kam Wa, *Lancashire*
5	1:57	Arif Mollah, *Lancashire*

DK64



RAMBI BONUS GAME

1	254	Phil Hughes, *Merseyside*
2	248	Terri Ann Johnston, *West Lothian*
2	248	Paddy Lane, *Co. Cork*
2	248	Jarl Andre Eltvik, *Norway*
5	244	Peter Barrett, *Co. Armagh*
6	238	Eoin O'Gorman, *Co. Tipperary*
7	228	Ben Gooch, *Tamworth*
7	228	Joseph Jennings, *Birmingham*
7	228	Arkadiusz Gabreycki, *Poland*
10	226	Ruben Larsen, *Norway*
10	226	James Hogg, *Barnet*

ENGUARDE ARENA

1	400	Sean Matthews, *Paisley*
1	400	Phil Hughes, *Merseyside*
3	365	Gavin Fuller, *Romford*
3	365	Arkadiusz Gabreycki, *Poland*
5	360	Gary Harmson, *Halifax*
6	350	Tom Craven, *Clitheroe*
7	345	Janne Kaitila, *Finland*
8	330	Lorne Tietjen, *Woking*
9	315	Scott Fitzgerald, *Dorset*
9	315	Kyan Kia, *Halifax*

DK ARCADE

1	235200	Kieran Gorman, *Dumbarton*
2	221900	Ben Gooch, *Tamworth*
3	179400	Jenny Gorman, *Dumbarton*
4	154900	Mat Isaia, *Australia*
5	144500	Phil Hughes, *Merseyside*
6	127100	Griffin Leadabrand, *Australia*
7	105800	Paddy Lane, *Co. Cork*
8	92500	Matthew Sexton, *Bedford*
9	92400	Gary Harmson, *Halifax*
10	76000	Andrew Simmonds, *Hampshire*

JETPAC

1	999995	Andrew Simmonds, *Hampshire*
2	999990	Arkadiusz Gabreycki, *Poland*
3	999660	Jake Warren, *Bristol*
4	999355	Alan Clarke, *Oxford*
5	995070	Farron Hussey, *Peterborough*
6	801680	Jenna Blackman, *Pagham*
7	712385	David Huggins, *Crawley*
8	688510	James Cull, *Redditch*
9	673395	Janne Kaitila, *Finland*
10	666540	Tom Makey, *Colchester*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Arkadiusz Gabreycki, *Poland*
1	85	Ruben Larsen, *Norway*
1	85	James Hogg, *Barnet*
1	85	Phil Hughes, *Merseyside*
7	84	Tom Craven, *Lancashire*
8	83	Jenna Blackman, *Pagham*
8	83	Timothy Staines, *Iford*

GO! GO!

Rush 2049



MARINA

1	0:53.893	Lars Barlindhaug, *Norway*
2	0:56.082	David Crowther, *Kent*
3	0:56.109	Niall Moore, *Co. Limerick*

HAIGHT

1	1:19.003	Lars Barlindhaug, *Norway*
2	1:20.274	Niall Moore, *Co. Limerick*
3	1:21.528	David Crowther, *Kent*

CIVIC

1	1:21.918	Lars Barlindhaug, *Norway*
2	1:22.096	Niall Moore, *Co. Limerick*
3	1:22.540	David Crowther, *Kent*

METRO

1	1:49.110	Niall Moore, *Co. Limerick*
2	1:50.847	David Crowther, *Kent*
3	1:53.946	Lars Barlindhaug, *Norway*

MISSION

1	1:23.350	Michael Rose, *Manchester*
2	1:26.166	David Crowther, *Kent*
3	1:27.814	Lars Barlindhaug, *Norway*
4	1:30.271	Stuart Briggs, *Weston-super-Mare*
5	1:30.764	Harry Watts, *Bucks*

PRESIDIO

1	2:02.787	Lars Barlindhaug, *Norway*
2	2:04.904	David Crowther, *Kent*

Star Wars Episode 1: Racer



MON GAZZA SPEEDWAY

1	0:06.853	Matthew Mowlam, *Cowes*
2	0:06.941	Thomas Hower, *Denmark*
3	0:07.382	Guy Taylor, *Peterborough*

MALASTARE 100

1	0:26.720	Thomas Hower, *Denmark*
2	0:26.827	Guy Taylor, *Peterborough*
3	0:30.140	Ben Wilkins, *Australia*

VENGEANCE

1	0:53.359	Thomas Hower, *Denmark*
2	1:02.249	Jan-Erik Spangberg, *Sweden*
3	1:03.355	Ben Wilkins, *Australia*

ANDO PRIME CENTRUM

1	0:36.474	Thomas Hower, *Denmark*
2	0:43.932	Matthew Mowlam, *Cowes*
3	0:47.297	Guy Taylor, *Peterborough*

EXECUTIONER

1	1:08.484	Guy Taylor, *Peterborough*
2	1:09.957	Thomas Hower, *Denmark*
3	1:16.516	Jan-Erik Spangberg, *Sweden*

Majora's Mask



GORON RACES

1	1:16.52	Sean Matthews, *Paisley*
2	1:18.24	Josh Cockerton, *Leics*
3	1:19.32	Rob Lee, *Wakefield*
4	1:20.42	James Quinn, *Norfolk*
5	1:20.74	Morten Tronstad, *Norway*

F-Zero X



SAND OCEAN

1	1'09"340	Damien Golding, *Watford*
2	1'12"463	Andrew Mills, *Dundee*
3	1'13"464	Kieran Gorman, *Dumbarton*
4	1'14"690	Adam Tucker, *Great Yarmouth*

BIG BLUE

1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'30"852	Andrew Mills, *Dundee*
4	1'30"947	David Van Moer, *Belgium*

SECTOR ALPHA

1	1'16"178	David Van Moer, *Belgium*
2	1'16"336	Damien Golding, *Watford*
3	1'19"578	Jenny Gorman, *Dumbarton*
4	1'22"696	Adam Tucker, *Great Yarmouth*

DEVIL'S FOREST 2

1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'19"333	Andrew Mills, *Dundee*

FIRE FIELD

1	1'11"599	David Van Moer, *Belgium*
2	1'14"360	Phil Hughes, *Widnes*
3	1'15"028	Adam Tucker, *Great Yarmouth*
4	1'15"183	D. D. Ramone, *Carlisle*

RED CANYON 2

1	1'20"467	David Van Moer, *Belgium*
2	1'33"471	Andrew Mills, *Dundee*
3	1'33"776	Adam Tucker, *Great Yarmouth*
4	1'34"800	Gary Carney, *Newcastle-upon-Tyne*

SPACE PLANT

1	1'53"537	Damien Golding, *Watford*
2	1'53"944	David Van Moer, *Belgium*
3	2'00"535	Adam Tucker, *Great Yarmouth*
4	2'01"163	Phil Hughes, *Widnes*

PORT TOWN 2

1	1'41"918	David Van Moer, *Belgium*
2	1'52"032	Paul Galvin, *Dublin*
3	1'52"315	Damien Golding, *Watford*
4	1'52"832	Adam Tucker, *Great Yarmouth*

SAND OCEAN 2

1	1'27"887	David Van Moer, *Belgium*
2	1'35"198	Andrew Mills, *Dundee*
3	1'36"776	Adam Tucker, *Great Yarmouth*
4	1'37"485	Gary Carney, *Newcastle-upon-Tyne*

Wipeout 64



KLIES BRIDGE

1	0:13.6	Thomas Dooley, *Glasgow*
2	0:16.6	Barry Drew, *Cambs*
3	0:16.7	Thomas Grandjean, *Switzerland*
4	0:16.8	Ryan Brannan, *Co. Down*
5	0:16.9	Chris Lowe, *Tyne & Wear*

QORON IV

1	0:23.1	Thomas Dooley, *Glasgow*
2	0:26.8	Tom Craven, *Lancashire*
3	0:26.9	Ryan Brannan, *Co. Down*
4	0:27.0	Barry Drew, *Cambs*
5	0:27.1	Kevin Holmes

SOKANA

1	0:26.9	Thomas Dooley, *Glasgow*
2	0:29.2	Guy Nisbett, *London*
3	0:29.5	Tom Craven, *Lancashire*
4	0:29.8	Ryan Brannan, *Co. Down*
4	0:29.8	Barry Drew, *Cambs*

DYRONESS

1	0:17.6	Thomas Dooley, *Glasgow*
2	0:18.5	Thomas Grand, *Switzerland*
3	0:19.6	Kevin Holmes
4	0:20.0	Barry Drew, *Cambs*
5	0:20.2	Ryan Brannan, *Co. Down*

MACHAON II

1	0:27.4	Thomas Dooley, *Glasgow*
2	0:31.0	Barry Drew, *Cambs*
3	0:31.2	Tom Craven, *Clitheroe*
4	0:32.1	Ryan Brannan, *Co. Down*
5	0:32.2	Thomas Grandjean, *Switzerland*

TERAFUMOS

1	0:22.8	Thomas Dooley, *Glasgow*
2	0:23.6	Thomas Grand, *Switzerland*
3	0:26.9	Tom Craven, *Clitheroe*
4	0:27.7	Ryan Brannan, *Co. Down*
5	0:27.8	Barry Drew, *Cambs*

Pokémon Snap



REPORT TOTALS

1	292040	Andrew Simmonds, *Hampshire*
2	281330	Aidan Walters, *Doncaster*
3	280710	Miss I. Glover, *Chorley*
4	277150	Craig Yip, *Liverpool*
5	275170	Nayaab Islam, *London*
6	274490	Keith Vacher, *Hampshire*
7	271650	Daniel and Liam Allsworth, *Oxford*
8	271190	John Sanderson, *Telford*
9	265250	Rosie Holliday, *Kent*
10	263410	Hedley Gabriel, *Essex*



Mario Golf



TOAD HIGHLANDS		
1	8'17"40	Warren 'Big Woz' Bright, *Oxford*
2	8'33"08	Chris Webb, *Gloucester*
3	8'34"64	John Jehan, *Jersey*
4	8'41"96	Raymond Wegman, *Holland*
5	9'18"68	Jon McIlvaney, *Washington*

KOOPA PARK		
1	8'52"08	Warren 'Big Woz' Bright, *Oxford*
2	9'08"60	John Jehan, *Jersey*
3	9'13"48	Chris Webb, *Gloucester*
4	9'16"20	Raymond Wegman, *Holland*
5	10'32"68	Gary Carney, *Newcastle-upon-Tyne*

SHY GUY DESERT		
1	9'08"88	Warren 'Big Woz' Bright, *Oxford*
2	9'13"88	Chris Webb, *Gloucester*
3	9'25"04	John Jehan, *Jersey*
4	9'25"56	Raymond Wegman, *Holland*
5	10'47"72	Gary Carney, *Newcastle-upon-Tyne*

YOSHI'S ISLAND		
1	9'21"76	Warren 'Bog Woz' Bright, *Oxford*
2	9'42"12	John Jehan, *Jersey*
3	9'51"60	Chris Webb, *Gloucester*
4	9'54"68	Raymond Wegman, *Holland*
5	11'03"28	Karl von der Luehe, *Surrey*

BOO VALLEY		
1	10'05"72	Warren 'Big Woz' Bright, *Oxford*
2	10'34"00	John Jehan, *Jersey*
3	10'39"08	Chris Webb, *Gloucester*
4	10'52"72	Raymond Wegman, *Holland*
5	11'44"36	Gary Carney, *Newcastle-upon-Tyne*

MARIO'S STAR		
1	9'24"20	Warren 'Big Woz' Bright, *Oxford*
2	10'08"00	John Jehan, *Jersey*
3	10'09"48	Chris Webb, *Gloucester*
4	10'18"24	Raymond Wegman, *Holland*
5	11'54"76	Thomas Grandjean, *Switzerland*

Ridge Racer 64
RACE RECORDS



RIDGE RACER NOVICE		
1	0'56"780	Thomas Hower, *Denmark*
2	0'56"920	Kieran Warden, *Co. Galway*
3	0'57"320	Jan-Erik Spangberg, *Sweden*
4	0'59"880	Stephen Cairns, *Edinburgh*
5	1'03"660	Matthew Sexton, *Bedford*

REVOLUTION NOVICE		
1	1'36"380	Jan-Erik Spangberg, *Sweden*
2	1'41"300	Kieran Warden, *Co. Galway*
3	1'46"460	Ashley Wright, *Ilkley*
4	1'46"820	Thomas Hower, *Denmark*

RENEGADE NOVICE		
1	1'22"440	Jan-Erik Spangberg, *Sweden*
2	1'25"320	Kieran Warden, *Co. Galway*
3	1'40"620	Ashley Wright, *Ilkley*
4	1'40"660	Thomas Hower, *Denmark*

REVOLUTION INTERMEDIATE		
1	2'11"840	Jan-Erik Spangberg, *Sweden*
2	2'27"040	Kieran Warden, *Co. Galway*
3	2'35"020	Ashley Wright, *Ilkley*
4	4'10"760	Thomas Hower, *Denmark*

RENEGADE INTERMEDIATE		
1	1'37"080	Jan-Erik Spangberg, *Sweden*
2	1'48"400	Kieran Warden, *Co. Galway*
3	2'00"160	Thomas Hower, *Denmark*

RIDGE RACER EXPERT		
1	2'11"580	Jan-Erik Spangberg, *Sweden*
2	2'22"720	Kieran Warden, *Co. Galway*
3	2'26"280	Ashley Wright, *Ilkley*
4	2'29"560	Thomas Hower, *Denmark*

REVOLUTION EXPERT		
1	2'33"120	Jan-Erik Spangberg, *Sweden*
2	2'54"400	Kieran Warden, *Co. Galway*
3	3'00"860	Ashley Wright, *Ilkley*
4	3'01"080	Thomas Hower, *Denmark*

RENEGADE EXPERT		
1	2'20"160	Jan-Erik Spangberg, *Sweden*
2	2'36"560	Kieran Warden, *Co. Galway*
3	2'53"580	Ashley Wright, *Ilkley*
4	2'55"740	Thomas Hower, *Denmark*

RIDGE RACER EXTREME		
1	2'02"660	Jan-Erik Spangberg, *Sweden*
2	2'12"080	Kieran Warden, *Co. Galway*
3	2'17"800	Stephen Cairns, *Edinburgh*
4	2'28"360	Thomas Hower, *Denmark*

How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached, with all of the aforementioned information easily legible.
Pack up your bits and send them all to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

Smash Bros
BONUS 1 TIMES



MARIO		
1	10"05	Jan-Erik Spangberg, *Sweden*
2	10"30	Phil Hughes, *Merseyside*
3	10"70	Jonathan Rydstrom, *Sweden*
4	11"83	Hamid Momatash, *Gateshead*
5	11"85	Ben Rumsby, *Bristol*

DONKEY KONG		
1	12"80	Phil Hughes, *Merseyside*
2	12"85	Jan-Erik Spangberg, *Sweden*
3	14"13	Hamid Momatash, *Gateshead*
4	14"21	Ben Rumsby, *Bristol*
5	14"37	Tom Donoughue, *Cambs*

YOSHI		
1	17"93	Phil Hughes, *Merseyside*
2	19"39	Hamid Momatash, *Gateshead*
3	19"59	Jan-Erik Spangberg, *Sweden*
4	19"71	Ben Rumsby, *Bristol*
5	19"83	Tom Donoughue, *Cambs*

KIRBY		
1	17"77	Phil Hughes, *Merseyside*
2	18"65	Hamid Momatash, *Gateshead*
3	19"95	Jan-Erik Spangberg, *Sweden*
4	20"95	Ben Rumsby, *Bristol*
5	20"97	Chris Grant, *Inverness*

LINK		
1	16"23	Phil Hughes, *Merseyside*
2	16"69	Jan-Erik Spangberg, *Sweden*
3	17"63	Hamid Momatash, *Gateshead*
4	17"80	Jonathan Rydstrom, *Sweden*
5	19"23	Tom Rumsby, *Bristol*

FOX		
1	12"23	Phil Hughes, *Merseyside*
2	13"75	Jan-Erik Spangberg, *Sweden*
3	13"87	Hamid Momatash, *Gateshead*
4	13"95	Ben Rumsby, *Bristol*
5	14"05	James Wood, *Cumbria*

PIKACHU		
1	10"30	Phil Hughes, *Merseyside*
2	10"80	Hamid Momatash, *Gateshead*
3	10"81	Jan-Erik Spangberg, *Sweden*
4	11"01	David Marsland, *Cheshire*
5	11"47	Luke Brown, *Worcester*

BONUS 1 TOTAL TIME		
1	2'54"28	Phil Hughes, *Merseyside*
2	3'10"94	Jan-Erik Spangberg, *Sweden*
3	3'19"55	Hamid Momatash, *Gateshead*
4	3'24"50	Ben and Tom Rumsby, *Bristol*
5	3'37"40	Jonathan Rydstrom, *Sweden*

BONUS 2 TOTAL TIME		
1	4'49"91	Phil Hughes, *Merseyside*
2	5'49"88	Hamid Momatash, *Gateshead*
3	5'56"63	Ben and Tom Rumsby, *Bristol*
4	6'35"21	Matthew Sexton, *Bedford*



Yes, he's grumpy. But trust us... the Doc knows his stuff.



Dr Kitts
In *The Legend of Zelda: Majora's Mask*, how do you beat Majora's Incarnation? Is it possible to defeat it without the Fierce Deity's Mask, and if so, how?
Kieran Fraser, Canada

"Wicky-wicky-wild-wild-west!" croons Dr Kitts, adjusting his finest cowboy hat...
Of course it's possible, and pretty simple too. Basically, avoid the incarnation's energy blasts, then charge up your sword for a spin attack. When it's down, close in with a barrage of vicious sword swipes. Repeat this until Majora transforms into its final form – Majora's Wrath...



Dr Kitts
I have almost completed *Zelda: Majora's Mask*, but cannot find the final two pieces of heart. I need to know what the Pea Hat is and how to make it through Mikau's sequence. Thanks.
James Obant, Bradford

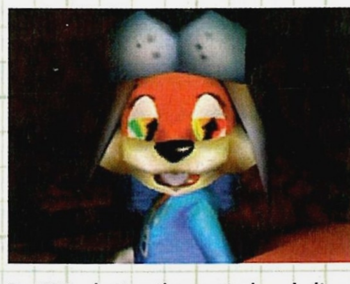
Dr Kitts winces as he cleans out his pixie ears...
Pea Hat is the flying enemy a little like the one in Hyrule field in Ocarina of Time. *It can only be found in the day and its weak spot is the knobbly bit under the ring of spikes. Arrows are the best choice of weapon here – and a heart piece will be your reward for killing it.*

For the Mikau sequence, you'll need to change into Zora Link. Head to Mikau and Tijo's room, Hookshot to the loft and read the diary. Write down the two four-note sequences and play them for Japas. Now, enter Evan's room, take off the mask and play the full song you learnt from Japas. Evan will reward you with a heart piece. Next!

Dr Kitts
In *The World is Not Enough*, I'm stuck on Night Watch. How on earth do I sneak past the guards to get into the security hut?
Darrell Knight, Haltwhistle

Dr Kitts winks behind his balaclava from the shadows...
Until you spot Davidov, you're welcome to take your time. In general, the best tactic is to stay close to walls and bushes, while waiting for cameras to point the other way before moving on. As you're not allowed to kill the guards, use your watch stunner, or better – if you're confident enough – knock them out with some swift chop-socky action. Once in the security building, you don't have much time on your hands, so use the scrambler on the control panel to disable the next batch of cameras.

Dr Kitts
In *Conker's Bad Fur Day*, I've got into the Rock Solid club and rolled one rock fella onto the switch at the top. All I want to know is how to activate that other switch. Go on – help me. Please.
Andrew McCaskill, Lancing



Dr Kitts denies the rewind and slips in a prime cut... Bo!
Oh, go on, then. First you need to get yourself over to the beer keg and fill up with liquid. Now line yourself up with the Stoney on the middle of the dancefloor – making sure the open door is directly ahead – and widdle on him until he rolls into a ball. Keep weeing and he'll roll forward through the passage. Now sober up with the first aid kit, follow him onto the high balcony, and push him over to the switch to open two more doors. Now repeat with the other two Stonies.

Dr Kitts
No matter how hard I try, I can't complete the third objective in the Skedar Ship on *Perfect Dark*. Haylp!
Nick Harland, Yorkshire

Dr Kitts yanks the last roller from his bouffant...
Might have been a little more helpful if you were more specific, Nick, but I'll go through the last two objectives – that should do the trick.

To sabotage the engine, leave the navigation room where you found Elvis and head right. Through the hallway, head past the ramp and take the right-hand door, then choose either of the two doors and take out the Skedar minions. Finally, target the gold bits on the engine and blast away to sabotage it.

Leave by the door you came in through and head right. Now go through the door, turn left and run up the ramp. Follow the winding hallways until you reach a path leading up to the right. Once at the top, head through the blue door and take out the aliens, then use either ramp and take the lift at the top. After the next elevator, Elvis will arrive – stand right next to the lift and shoot every Skedar that comes through. Done!

Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to: Dr Kitts' Game Clinic, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

cut out and send

Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...



My name is ....

and I live at ....

....

....

.... Postcode ....

Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

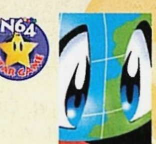
We reviewed some of the games in Directory over FOUR years ago. So, while they might have deserved their mark back then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now, rated out of five.

It's super-easy to see whether the game in question got a Star Game award (85% or over). If it did, we recommend you buy it!

KNOCK-DOWN KINGS 64

20% ★1

Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



A real-time money-management sim. You play Skinflint, who has to reach a set destination for a seriously important meeting, but you don't want to blow your wad getting there! You'll have to beg, borrow and steal your way to success and respect. Enjoy your trip!

TOP TIP *Taxi!? Why bother? Take the suitcase with wheels and, at the other end, jump aboard and coast down the hill from the airport to your hotel for a grand total of £0.*

This panel includes handy info, like whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if a title's good.

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell
GE	Geraint Evans

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.

1

ZELDA: OCARINA OF TIME 98%

2

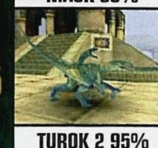
PERFECT DARK 96%

2

MARIO 64 96%

2

ZELDA: MAJORA'S MASK 96%

5

TUROK 2 95%

UK Game releases

40 WINKS

71% ★2

GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% ★4

Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE

31% ★0

Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT

58% ★1

Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% ★0

ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

AIDYN CHRONICLES

60% ★3

THQ ● £40 ● 1 player ● controller pak ● expansion pak ● Issue 55 ● AM

Slow-moving, traditional medieval RPG with a curious combat system. Average.

ALL-STAR BASEBALL

84% ★3

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

80% ★4

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% ★3

Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% ★2

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% ★2

3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% ★2

Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% ★2

Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

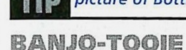
BANJO-KAZOOIE

92% ★5

Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BANJO-TOOIE

81% ★4

Rare ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 54 ● MG

Rare's beautiful brand of platforming is looking slightly old hat these days…

BATMAN OF THE FUTURE

16% ★1

Ubi Soft ● £30 ● 1 player ● rumble pak ● no save ● Issue 49 ● AM

Lamentably retro sideways-scrapper that's over before it's begun.

BATTLETANX

74% ★3

3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT

81% ★3

3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE

73% ★3

Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING
81% 4
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 27 • MK
Squillions of shortcuts and stacks of detail.

BIO FREAKS
76% 3
GT • £40 • 1/2 players • rumble pak • on cart • Issue 20 • JA
Looks excellent but shallow gameplay.

BLAST CORPS
88% 5
Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS



One of the most original games on the N64, and one you're almost certain to enjoy.



Re-enter a race after 'doing' it to race against your very own ghost.

BLUES BROTHERS 2000
28% 0
Titus • £40 • 1/2 players • rumble pak • controller pak • Issue 46 • AM
About as bad as the movie. Purchase at your peril.

BODY HARVEST
91% 4
Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW



Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.



Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.

BOMBERMAN 64
50% 1
Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN
Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO
66% 2
Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW
Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE
70% 2
Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP
Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2
80% 4
Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA
One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3
82% 4
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK
Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64
8% 0
SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW
This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA
81% 3
Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB
Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS
75% 3
Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB
Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS
67% 3
Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW
Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST
70% 2
Ocean • £40 • 1-4 players • on cart • Issue 10 • JD
Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2
55% 1
Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG
Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY
52% 3
Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG
Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK
81% 3
GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP
A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓
24% 0
Interplay • £20 • 1/2 players • on cart • Issue 9 • JB
As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER
75% 3
Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW
It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CONKER'S BAD FUR DAY
89% 5
THQ • £60 • 1-4 players • rumble pak • on cart • Issue 53 • GE




Shoddy in places, but crude jokes, smooth play, movie spoofs and a top multiplayer make it unputdownable.

TOP TIP *Missing some moolah? Try the top of the tower near the swearing cog.*

CRUIS'N USA
24% 0
Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW
Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD
38% 0
Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW
Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF
72% 3
EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW
Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA
67% 3
Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB
Very average *Quake*-clone with RPG titbits.

DARK RIFT
69% 1
Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD
Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY
65% 3
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW
Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING
90% 4
Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA




A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN
35% 0
Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK
2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

WRETCHED
The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

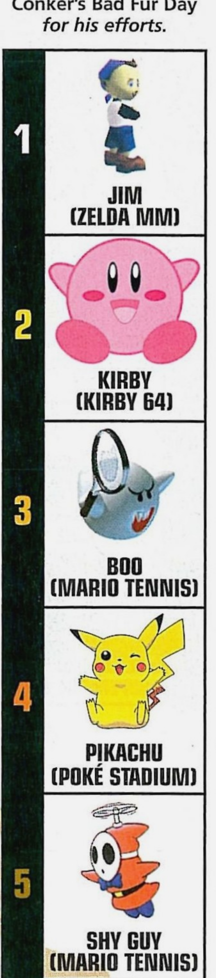






WINNER!

Steve tugged at our bootlaces and insisted that we print Alex Mason from Swindon's list of the top five persons of diminutive stature in N64 games. The lucky tyke wins a copy of the excellent Conker's Bad Fur Day for his efforts.



1 JIM (ZELDA MM)
2 KIRBY (KIRBY 64)
3 BOO (MARIO TENNIS)
4 PIKACHU (POKÉ STADIUM)
5 SHY GUY (MARIO TENNIS)

DONALD DUCK QUACK ATTACK
69% 2 — Ubi Soft • £40 • 1 player • controller pak • expansion pak • Issue 49 • GE

Simple platformer executed reasonably well. Er, and that's about it.

DONKEY KONG 64
93% 5 — Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG



It's *Banjo-Kazooie*+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64
77% 2 — GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES
50% 0 — Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUCK DODGERS
75% 3 — Infogrames • £40 • 1/2 players • rumble pak • on cart • Issue 47 • MG

Let down by a duff camera, but otherwise a surprisingly decent Warner Bros platformer.

DUKE NUKEM 64
85% 3 — GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW





A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR
90% 4 — GT • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 28 • MG





A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D
68% 3 — Virgin • £40 • 1 players • controller pak • rumble pak • Issue 35 • JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION
80% 2 — Acclaim • £40 • 1-4 players • controller pak • rumble pak • expansion pak • Issue 39 • MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64
90% 5 — Nintendo • £45 • 1-4 players • controller pak • rumble pak • Issue 43 • MG





Tip-top motocross action, with sublime handling that takes a leaf from *Wave Race*'s book.



TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G
87% 2 — Acclaim • £30 • 1-4 players • rumble pak • controller pak • Issue 9 • TW





Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)
85% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • JB





XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 RACING CHAMPIONSHIP
72% 3 — Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 47 • MK

Decent, realistic racer, but doesn't quite match the splendour of *F1WGP*.

F1 POLE POSITION
71% 1 — Ubi Soft • £25 • 1 player • controller pak • Issue 7 • JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP
93% 5 — Nintendo/Paradigm • £30 • 1/2 players • rumble pak • on cart • Issue 20 • JA





Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2
72% 3 — Nintendo • £40 • 1/2 players • rumble pak • on cart • expansion pak • Issue 32 • JA

There's not enough new here.

FIFA 64
39% 0 — EA • £25 • 1-4 players • controller pak • Issue 2 • TW

Like a rash. Only not as enjoyable.

FIFA '98
83% 2 — EA • £30 • 1-4 players • controller pak • Issue 10 • TW

There's promise here. Not perfect, but better.

FIFA '99
83% 3 — EA • £40 • 1-4 players • controller pak • rumble pak • Issue 26 • TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY
86% 4 — Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 13 • JB





Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.

TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE
26% 1 — Crave • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON
73% 2 — Interplay • £40 • 1/2 players • controller pak • rumble pak • Issue 27 • TW

Fairly enjoyable but instantly forgettable.

FORSAKEN
87% 4 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 16 • MK



A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X
91% 5 — Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 22 • JP





The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!
47% 1 — Konami • £50 • 1/2 players • rumble pak • controller pak • Issue 22 • TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS
81% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 Crave • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 GT • £50 • 1 player • rumble pak • controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 Hasbro • £50 • 1 player • rumble pak • on cart • Issue 21 • MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

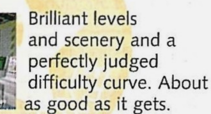
GOEMON 2

69% 2 Konami • £40 • 1/2 player • rumble pak • on cart • Issue 29 • JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 Nintendo/Rare • £50 • 1-4 players • rumble pak • on cart • Issue 9 • TW

Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.



TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 0 Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HERCULES THE LEGENDARY JOURNEYS

66% 2 Titus • £40 • 1 player • rumble pak • controller pak • Issue 48 • AM

Fairly good *Zelda* clone, but with nowhere near as much depth. Shame.

HEXEN

69% 0 Midway • £30 • 1-4 players • controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 2 Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 EA • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 3 Konami • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 33 • JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 Midway • £40 • 1-4 players • rumble pak • controller pak • Issue 39 • JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 0 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling.

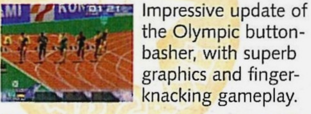
INDIANA JONES AND THE INFERNAL MACHINE

81% 4 THQ • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 55 • JB

A highly enjoyable *Tomb Raider*-alike that relies a bit too heavily on dull platforming conventions.

INTERNATIONAL TRACK & FIELD 2000

86% 4 Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.



TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 2000

90% 4 Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MK



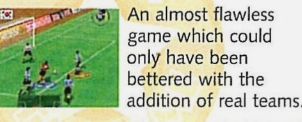

Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.



TOP TIP *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

ISS 64

92% 3 Konami • £30 • 1-4 players • controller pak • Issue 3 • TW

An almost flawless game which could only have been bettered with the addition of real teams.



TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 Konami • £40 • 1-4 players • controller pak • Issue 20 • MK



Enhanced and updated and, now more than ever, the finest football game in the world.



TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 1 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5 Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS

72% 3 Nintendo • £40 • 1 player • rumble pak • on cart • Issue 45 • AM

Repetitive and disappointingly unimaginative platforming with the marshmallow blob.

KNOCKOUT KINGS 2000

82% 3 EA • £30 • 1/2 players • controller pak • rumble pak • Issue 35 • TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 Nintendo • £30 • 1-4 players • on cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA OCARINA OF TIME

98% 5 Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB



Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

BRANE!

Jamie Waterhouse of Rotherham likes having his noodle schmoodled, so he's sent in his list of the top five brain-baking puzzlers out there. You're twisting my melon, man!

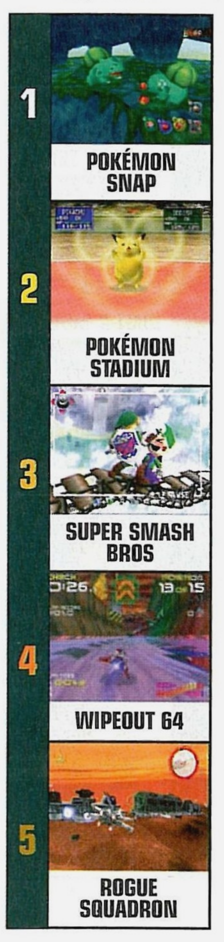


1 THE NEW TETRIS
2 BUST-A-MOVE 2
3 SILICON VALLEY
4 ZELDA OOT
5 CHRISTMAS CROSSWORD (ISSUE 49)



EH?

What? Eugene Mackie from London has sent us a top five entitled "Parental Dislike", none of which are violent or scary games. Frankly, we're flummoxed. Any ideas?



LEGEND OF ZELDA MAJORA'S MASK

96% 5 — Nintendo ● £40 ● 1 player ● rumble pak ● expansion pak ● on cart ● Issue 49 ● MG



Rich and inventive, with enough intricate puzzles and heart-rending moments to blow your brain open.

TOP TIP *Smash a pot near an owl statue for a red fairy, then warp to the same statue – the red fairy's back in the pot!*

LEGO RACERS

70% 3 — Lego Media ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 — Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 29 ● JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 — Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN



Not just as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

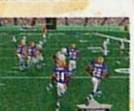
MACE: THE DARK AGE

81% 2 — GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 2 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT

The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK




This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 1 — Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 — Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● GB pak ● Issue 34 ● MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 — Nintendo ● £30 ● 1-4 players controller pak ● on cart ● Issue 4 ● JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 3 — Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● Issue 27 ● JN



Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2

87% 4 — Nintendo ● £45 ● 1-4 players rumble pak ● on cart ● Issue 42 ● MG




Not much fun on your own, but find three friends and your in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

MARIO TENNIS

91% 5 — Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● transfer pak ● Issue 47 ● MK




It's Mario. It's tennis. It's absolutely gobsmackingly ace. The multiplayer's a joy, too. Get it in!

TOP TIP *Win the Star Cup with all the characters, then hold R while selecting your player to access the Rainbow Cup.*

MICHAEL OWEN'S WLS 2000

84% 4 — THQ ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICKEY'S SPEEDWAY USA

80% 4 — Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 50 ● MG

Mario Kart clone that's short on innovation, but long on thrills.

MICRO MACHINES 64 TURBO

86% 4 — Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB




Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 — Interplay ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 3 — Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in **N64**/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 — Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES

9% 0 — GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 3 — Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB




Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 1 — Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4

84% 2 — GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY

34% 0 — GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP

71% 1 — Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours.





MYSTICAL NINJA

90% 4
Konami • £50 • 1 player • controller pak • Issue 14 • TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.



TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS

32% 0
Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99

59% 0
EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% 4
Nintendo • £20 • 1-4 players • rumble pak • controller pak • on cart • Issue 18 • MK




Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1
GT • £25 • 1-4 players • on cart • Issue 6 • JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000

69% 2
Konami • £50 • 1-4 players • rumble pak • controller pak • Issue 44 • AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99

83% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000

80% 4
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 37 • MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% 2
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

The poor man's basketball game.

NBA LIVE 2000

65% 3
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 38 • MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98

71% 1
Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP

An enjoyable multiplayer and lots of options.

NBA PRO '99

52% 2
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Painfully average.

NFL BLITZ

87% 4
GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK

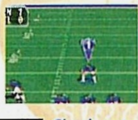



Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98

86% 3
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99

90% 5
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK




Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000

60% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MK

Duff update. Stick with last year's version.

NHL '99

74% 3
EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY

62% 2
Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99

64% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99

52% 2
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE

82% 3
THQ • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 39 • MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY

60% 0
GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK

83% 4
Virgin • £40 • 1-4 players • rumble pak • controller pak • Issue 41 • MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY

62% 2
Midway • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS

58% 1
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK

96% 5
Rare • £50 • 1-4 players • rumble pak • controller pak • on cart • expansion pak • transfer pak • Issue 42 • MK




Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF

80% 4
Infogrames • £40 • 1-4 players • rumble pak • on cart • Issue 38 • MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% 5
Nintendo • £20 • 1 player • on cart • Issue 1 • TW




A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The four Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON PUZZLE LEAGUE

89% 5
Nintendo • £40 • 1/2 players • on cart • Issue 52 • GE

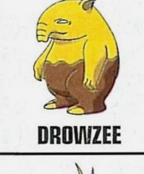


Top-notch tile-matching with those loveable monsters, and the best puzzling to be had on the N64.

TOP TIP *Press L, R and Z on both controllers to unlock all the trainers in 2P Vs mode.*

POKÉYUCK!

Pokémon are known for being cute as a button, but Donal O'Conghaile from Ireland wisely points out that there are some really facially challenged monsters out there...

1.  HITMONLEE
2. PILOSWINE
3.  FERALIGATR
4.  DROWZEE
5.  ELECTABUZZ

GO! GO!

LAAH!

Music (dum dum) brings the people (dum dum) together, so John Kendall from Bishops Stortford has put together a list of the top five songs to be had in Nintendoland. So, we say thank you for the music, John.



1 SLOPRANO (CONKER)
2 DK RAP (DK64)
3 I AM IMPACT! (GOEMON)
4 1080° THEME (1080)
5 MIKAU'S SONG (ZELDA MM)

POKÉMON SNAP
80% 4 — Nintendo • £45 • 1 player • on cart • Issue 45 • MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

POKÉMON STADIUM
90% 5 — Nintendo • £50 • 1-4 players • rumble pak • on cart • includes transfer pak • Issue 41 • MG




Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.

TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

POWER RANGERS LIGHTSPEED RESCUE
9% 0 — THQ • £40 • 1/2 players • controller pak • Issue 52 • MG

Constipated puppet-men jerking their way around barren Lego-built cities. Dire.

PREMIER MANAGER 64
82% 4 — Gremlin • £40 • 1 player • on cart • Issue 31 • TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64
79% 2 — GT • £25 • 1/2 players • rumble pak • controller pak • Issue 15 • JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

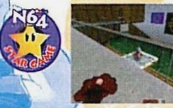
QUAKE II
90% 4 — Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 32 • MG




The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX
87% 4 — Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW

Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS
80% 3 — Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR
54% 0 — GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR
22% 0 — Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK
70% 2 — Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2
73% 3 — Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE
81% 3 — Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2
90% 4 — Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG



Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT
73% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Better-than-average racing game.

RIDGE RACER 64
91% 5 — Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 40 • MG



Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64
68% 2 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Solid, entertaining but unspectacular.

ROADSTERS
80% 4 — Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick. Great.

ROBOTRON 64
75% 2 — GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS
88% 4 — Ubi Soft • £40 • 1 player • rumble pak • controller pak • Issue 36 • JB




The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON
85% 4 — Lucas Arts • £50 • 1 player • on cart • rumble pak • expansion pak • Issue 25 • TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS IN PARIS
67% 3 — THQ • £40 • 1-4 players • controller pak • Issue 51 • AM

A sparse but relatively enjoyable collection of cartoony minigames for the kids.

RUGRATS TREASURE HUNT
48% 1 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 33 • MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA
73% 3 — GT • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it or hate it.

SAN FRANCISCO RUSH
82% 3 — GT • £25 • 1/2 players • rumble pak • controller pak • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tons of explosions.

SAN FRANCISCO RUSH 2049
91% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 48 • GE




Super-fast, car-flipping futuristic racer with countless hours of exploration in it.

TOP TIP *Rack up 100,000 points in the stunt mode and you'll open up an excellent new arena: Disco... Get down!*

SCARS
79% 3 — Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SCOOBY DOO! CLASSIC CREEP CAPERS

23% 1 — THQ • £40 • 1 player • controller pak • Issue 53 • MG

Dire *Resi* rip-off that's abysmal in every sense of the word. Avoid.

SHADOWGATE 64

43% 0 — Kemco • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 — Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB




Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.



TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% 2 — Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY

91% 5 — Take 2 • £50 • 1 player • on cart • Issue 22 • MK




The most original console game ever. A breathtakingly clever and supremely playable platformer.



TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 — Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK

73% 1 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first-person shooter.

SOUTH PARK CHEF'S LUV SHACK

83% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing *Mario Party* rip-off.

SOUTH PARK RALLY

88% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • MG



Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER

68% 2 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: BATTLE FOR NABOO

78% 4 — THQ • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 53 • GE

Rogue Squadron for the new millennium. A tasty shooter, but just misses the mark.

STAR WARS EPISODE 1: RACER

88% 5 — Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 30 • MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000

76% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 39 • JB

More-than-passable bike sim.

SUPERMAN

14% 0 — Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 — Nintendo • £50 • 1 player • on cart • Issue 1 • ZN




Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG



Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS

27% 0 — Infogrames • £40 • 1 player • on cart • Issue 43 • AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

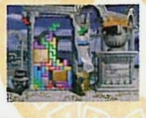
TETRISPHERE

69% 2 — Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK

At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.



TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

THE WORLD IS NOT ENOUGH

88% 4 — EA/Eurocom • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 49 • MG




Great Bond shooter: the true successor to *GoldenEye*. But niggly in places, and pales in comparison to *PD*.



TOP TIP *To incapacitate the guards in the bank, you need to shoot them with the watch darts. Anything else and it's game over, man.*

SHOP!

Proving the controversial theory that ladies enjoy a bit of the old shopping, Chester's Abi Wilson has sent in her list of the top five places in games to indulge in a little retail therapy...

1. MASK SHOP (ZELDA OOT)
2. WATTO'S SHOP (POD RACER)
3. GORON SHOP (ZELDA OOT)
4. MUSHROOM SHOP (MARIO PARTY)
5. BOMB SHOP (ZELDA MM)

GO! GO!

Club 64 DIRECTORY readers' top five

Your top five can be anything: your top five favourite characters, your top five favourite boss attacks, your top five favourite games featuring cheese, your top five favourite multiplayer moments, *anything* at all. The more creative and entertaining, the better!

cut out and send

WIN!

An N64 game of your choice!

The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

My top five...
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name..

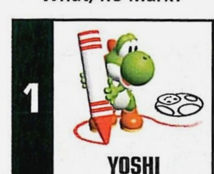
Address..

Postcode..

Game wanted..

GREENER!

It's not easy being green, as demonstrated by London's Yasser Mahi's chart of the top five 'green dudez' on the N64. What, no Mark?

1 YOSHI

2 KLUNGO

3 LINK

4 TIPTUP

5 LUIGI

TIGGER'S HUNNY HUNT
36% 1 — Ubi Soft • £40 • 1 player • on cart • Issue 51 • GE

Another tiresome Disney-themed platformer that even youngsters will loathe. Pooh.

TOM & JERRY: FISTS OF FURRY
35% 1 — Ubi Soft • £40 • 1/2 players • rumble pak • on cart • Issue 49 • GE

Duff cartoon scrapper. Without a four-player mode! Pants.

TONIC TROUBLE
55% 1 — Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING
86% 5 — Activision • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 41 • MK



Very playable skateboarding sim with the emphasis on tremendous stuntwork.

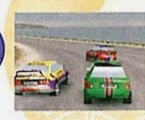


TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE
79% 2 — Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY
86% 4 — Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2
90% 5 — Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB




Brilliant rally game with arcade handling. There's even a random track generator.



TOP TIP *Stick with your chosen racing team for as long as you can to get the best possible upgrades for your car.*

TOY STORY 2
71% 2 — Activision • £40 • 1 player • rumble pak • controller pak • Issue 39 • TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER
91% 4 — Acclaim • £30 • 1 player • controller pak • Issue 1 • TW




Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2: SEEDS OF EVIL
95% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW




A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK 3: SHADOW OF OBLIVION
82% 2 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.

TUROK: RAGE WARS
87% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG




The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE
60% 2 — Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8
74% 3 — Activision • £40 • 1-4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE
69% 3 — Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64
77% 4 — Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

V-RALLY 99
90% 4 — Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA




Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF
49% 0 — Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.

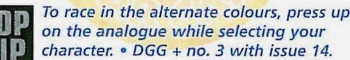
WAR GODS
46% 0 — GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64
90% 5 — Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN



Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.



TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY
75% 2 — GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98
70% 2 — GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM
78% 2 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE
75% 3 — THQ • £50 • 1-4 players • rumble pak • on cart • Issue 22 • MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR
70% 2 — THQ • £50 • 1-4 players • rumble pak • controller pak • Issue 12 • TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 — Ocean • £30 • 1/2 players • controller pak • Issue 15 • JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 4 — Midway • £45 • 1-4 players • rumble pak • on cart • Issue 23 • TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.



TOP TIP *Airbraking on gentle bends can flip you: save it for the tightest turns.*

WORLD CUP '98

73% 1 — EA • £40 • 1/4 players • controller pak • Issue 16 • JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER



91% 5 — Midway/Boss • £40 • 1/2 players • rumble pak • controller pak • Issue 32 • JB




It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.



TOP TIP *Change car colour: press Z at the car select screen. See N64/34 for more.*

WORMS ARMAGEDDON



85% 4 — Infogrames • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MK




A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE

88% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 32 • MG




The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.



TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF NO MERCY

92% 5 — THQ • £40 • 1-4 players • rumble pak • controller pak • transfer pak • Issue 49 • AM




A huge improvement on already by far the best wrestling series, laden with options, intrigue and violence.



TOP TIP *The sneaky way to win is the Ring Out. Trap your foe outside the ring and leg it back in when the count's nearly finished.*

WWF WARZONE

85% 3 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 19 • MK



A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biog, push down on the analogue to select other outfits.*

WWF WRESTLEMANIA 2000

90% 4 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • OH



The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 3 — Titus • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY

86% 5 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 15 • TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.



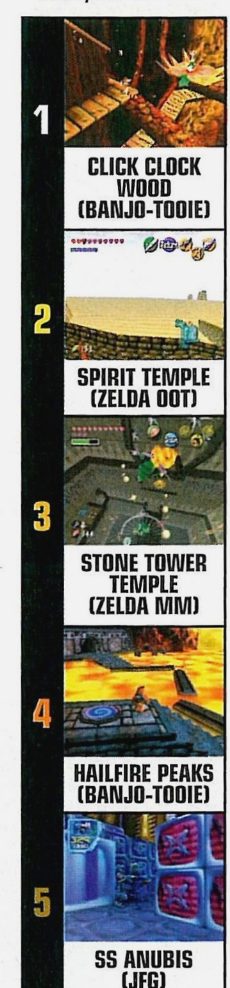
TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet out in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up • 1/2 players • Issue 11 • ME	90%	3
AIR BOARDER 64	Human • 1/2 players • Issue 16 • TW	62%	2
ALL STAR BASEBALL 2001	Acclaim • 1-4 players • Issue 44 • AM	81%	4
ARMY MEN: AIR COMBAT	3DO • 1-4 players • Issue 46 • AM	83%	3
AUGUSTA MASTERS '98	T&E Soft • 1-4 players • Issue 14 • JP	40%	0
BANGAIO	Treasure • 1 player • Issue 36 • MK	84%	4
BOMBERMAN SECOND ATTACK	Hudson • 1-4 players • Issue 45 • AM	52%	2
BOMBERMAN D-DAMAN	Hudson • 1 player • Issue 20 • JP	23%	0
BOTTOM OF THE NINTH	Konami • 1/2 players • Issue 30 • TW	44%	2
CHORO Q 64	Takara • 1-4 players • Issue 20 • MK	56%	0
CRUIS'N EXOTICA	Midway • 1 player • Issue 50 • GE	43%	1
CUSTOM ROBO	Marigul • 1/2 players • Issue 41 • JB	83%	4
CUSTOM ROBO V2	Marigul • 1-4 players • Issue 54 • GE	84%	4
DENRYU IRA IRA BOU	Hudson • 1/2 players • Issue 12 • JN	65%	2
DEZAEMON 3D	Athena • 1-4 players • Issue 19 • MK	82%	3
DORAEMON	Epoch • 1 player • Issue 2 • TW	60%	1
DORAEMON 2	Epoch • 1 player • Issue 26 • JB	52%	1
DORAEMON 3	Epoch • 1-4 players • Issue 46 • AM	54%	2
FIGHTER DESTINY 2	Southpeak • 1/2 players • Issue 45 • AM	85%	4
FAMISTA 64	Namco • 1-4 players • Issue 11 • TW	68%	1
FOX COLLEGE HOOPS	Fox Int. • 1/2 players • Issue 26 • TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson • 1 player • Issue 26 • TW	??%	1
GLORY OF ST ANDREWS	Seta • 1-4 players • Issue 1 • TW	58%	0
GOLDEN NUGGET	EA • 1-4 players • Issue 26 • TW	52%	1
HARVEST MOON 64	Natsume • 1 player • Issue 39 • MK	90%	5
HEY YOU, PIKACHU!	Nintendo • 1 player • Issue 50 • GE	56%	2
JANGOU SIM MAH JONG 64	Video System • 1 player • Issue 7 • JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer • 1-4 players • Issue 8 • TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson • 1/2 players • Issue 10 • TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami • 1-4 players • Issue 1 • TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami • 1-4 players • Issue 32 • TW	90%	5
JEOPARDY!	Take 2 • 1-3 players • Issue 16 • MK	9%	0
JIKKYOU WORLD CUP '98	Konami • 1-4 players • Issue 18 • TW	91%	4
KING OF PRO BASEBALL	Imagineer • 1-4 players • Issue 1 • TW	68%	1
KIRATTO KAIKETSU	Imagineer • 1-4 players • Issue 25 • TW	60%	2
LAST LEGION UX	Hudson • 1/2 players • Issue 32 • MK	60%	3
LEGEND OF THE RIVER KING	Natsume • 1 player • Issue 26 • JB	56%	3
LET'S SMASH	Hudson • 1-4 players • Issue 23 • TW	67%	3
MAH JONG 64	Koei • 1-4 players • Issue 3 • JD	65%	1
MAH JONG MASTER	Konami • 1-4 players • Issue 1 • WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo • 1-4 players • Issue 18 • MK	74%	4
MARIO PARTY 3	Nintendo • 1-4 players • Issue 52 • MG	74%	3
MEGA MAN 64	Capcom • 1 player • Issue 53 • GE	70%	3
MIDWAY'S GREATEST ARCADE HITS	Midway • 1/2 players • Issue 50 • MG	71%	3
MS PAC-MAN MAZE MADNESS	Namco • 1-4 players • Issue 48 • MG	72%	3
NAMCO MUSEUM	Namco • 1/2 players • Issue 44 • MG	70%	3
NBA COURTSIDE 2	Nintendo • 1-4 players • Issue 44 • MK	87%	4
NEON GENESIS EVANGELION	Bandai • 1 player • Issue 35 • JB	61%	3

WOW!

One of Norway's finest sons, Eskil Vestre, has sent in his tribute to the noble art of level design, which will often make or break a game. So, enjoy his five best examples around...



1 CLICK CLOCK WOOD (BANJO-TOOIE)
2 SPIRIT TEMPLE (ZELDA OOT)
3 STONE TOWER TEMPLE (ZELDA MM)
4 HAILFIRE PEAKS (BANJO-TOOIE)
5 SS ANUBIS (JFG)



IMPORTING?

Using the N64 Passport v3, all Japanese/US games listed here will work on a UK N64 with one of these three codes: E93D0054 0000003F, E93D0054 00000054 or E93E0658 00000000. And if you're looking for a particular import game – or, indeed, the Passport itself – give CA Games a call on 0141 334 3901.

Game	Publisher	Players	Issue	Reviewer	Score	Stars
NFL BLITZ 2001	Midway	1-4 players	Issue 51	AM	78%	4
NIGHTMARE CREATURES	Activision	1 player	Issue 25	MK	57%	1
OGRE BATTLE 64	Atlus	1 player	Issue 50	MK	87%	4
PACHINKO WORLD 64	Hewia	1 player	Issue 13	TW	12%	1
PAPER MARIO	Nintendo	1 player	Issue 53	AM	90%	5
PIKACHU GENKI DECHU	Nintendo	1 player	Issue 25	ME	75%	3
POKÉMON STADIUM G/S	Nintendo	1-4 players	Issue 55	GE	90%	5
POLARIS SNOCROSS	Vatical	1-4 players	Issue 54	AM	57%	3
POWER LEAGUE 64	Hudson	1/2 players	Issue 7	JA	42%	0
POWER PRO BASEBALL 4	Konami	1/2 players	Issue 3	TW	54%	2
POWER PRO BASEBALL 5	Konami	1/2 players	Issue 17	MK	78%	3
PUYO PUYO SUN 64	Compile	1/2 players	Issue 10	ZN	80%	2
RALLY CHALLENGE 2000	Southpeak	1/2 players	Issue 45	MG	61%	3
READY 2 RUMBLE ROUND 2	Midway	1/2 players	Issue 50	AM	76%	3
SIM CITY 2000	Imagineer	1 player	Issue 13	JP	83%	3
SIN AND PUNISHMENT	Nintendo	1/2 players	Issue 51	MG	89%	5
SNOWBOARD KIDS 2	Atlus	1-4 players	Issue 28	JA	80%	4
SNOW SPEEDER	Imagineer	1/2 players	Issue 26	JA	71%	2
SPACE INVADERS	Activision	1 player	Issue 44	MG	73%	3
SPIDER-MAN	Activision	1 player	Issue 51	AM	78%	4
STARCRAFT 64	Nintendo	1/2 players	Issue 45	MG	78%	3
STAR SOLDIER	Hudson	1 player	Issue 19	MK	62%	1
SUPER BOWLING	Athena	1-4 players	Issue 54	MG	72%	3
SUPER ROBOT SPIRITS	Banpresto	1/2 players	Issue 20	MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami	1-4 players	Issue 15	TW	78%	3
TAMAGOTCHI WORLD 64	Bandai	1-4 players	Issue 12	JN	79%	3
TETRIS 64	Seta	1-4 players	Issue 26	JA	42%	1
TOKON ROAD	Hudson	1-4 players	Issue 12	DM	49%	1
TOP GEAR HYPERBIKE	Kemco	1/2 players	Issue 44	MK	64%	3
TRIPLE PLAY 2000	EA	1-4 players	Issue 29	MG	50%	2
TRUMP WORLD	Bottom Up	1-4 players	Issue 21	MG	21%	1
VIRTUAL CHESS	Titus	1/2 players	Issue 18	TW	76%	2
WCW NITRO	THQ	1-4 players	Issue 27	JP	42%	0
WCW BACKSTAGE ASSAULT	EA	1/2 players	Issue 54	AM	46%	2
WHEEL OF FORTUNE	Gametek	1-3 players	Issue 11	TW	17%	0
WONDER PROJECT J2	Enix	1 player	Issue 1	WO	55%	1





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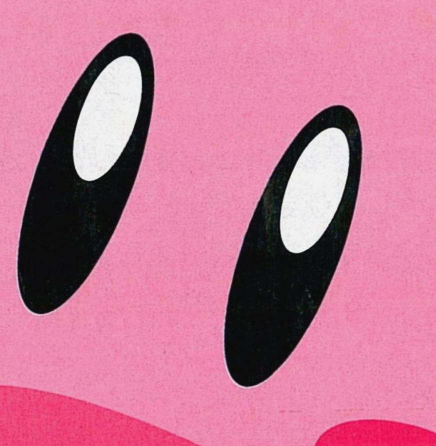
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EXPOSED!

The Pokémon Prof Elm didn't want you to see...

N64 Magazine has unveiled a sinister development in the continuing Pokémon saga. We sent Geraint in a nifty black ninja suit to prowl around the woods at the back of Prof Elm's lab. What we didn't expect him to find were these mutated monsters...

KILLAWOOF
The existence of this curious beast confirms the mad ramblings of conspiracy theorists who would have us believe that certain world powers are secretly breeding Pokémon for military applications. Scientists believe that this may originally have been an Arcanine or similar.

YUMYUMCHU
No known combination of Pokégenes could have produced this monstrosity. In a moment of insanely dark humour, Prof Elm named this freak 'Yumyumchu'. Should an evolution of it ever gain opposable thumbs, allowing it to operate machinery, we fear world domination would be imminent.

RAPPACHOON
It has often been said that Pokémon mimic certain characteristics of their human companions. This monster's call is often accompanied by thumping basslines, bumped with crazy fly hardcore rhythmz and phat beats. Perhaps the Professor's nephew has come to visit...

MR BEVIS
This worrying Pokémon spent a good 15 minutes eyeing our agent with interest, spittle accumulating around its lips. It seemed to stay mostly around dark, shadowy areas. When Geraint ventured closer, it attempted to stroke his head. Then he decided to leg it sharpish.

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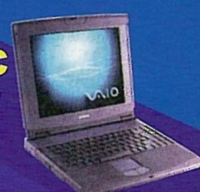
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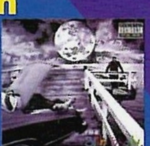
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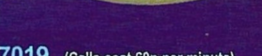
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